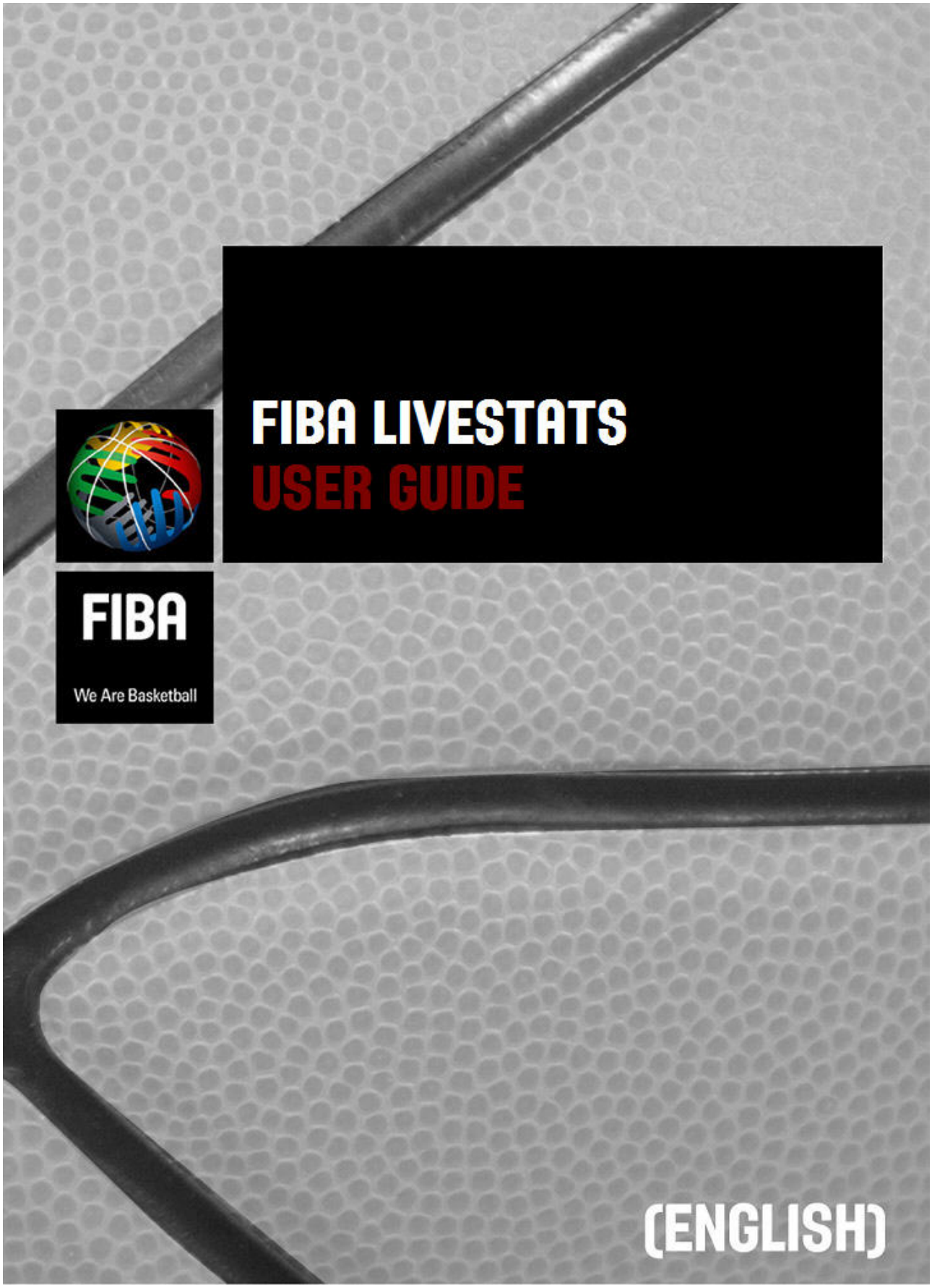
FIBA LIVESTATS
USER GUIDE
FIBA
We Are Basketball
(ENGLISH)

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Introduction

This User Guide

This User guide is provided to assist with the installation and basic operation of FIBA LiveStats. It is not intended to be a comprehensive guide to recording statistics electronically. Not all possible scenarios are covered in this manual, and it is the advice of SportingPulse that a User practices with the software before using the application in an in-game situation.

Feedback and Support

We welcome feedback and support on this product, please feel free to email us at support@fibaorganizer.com

Downloading FIBA LiveStats

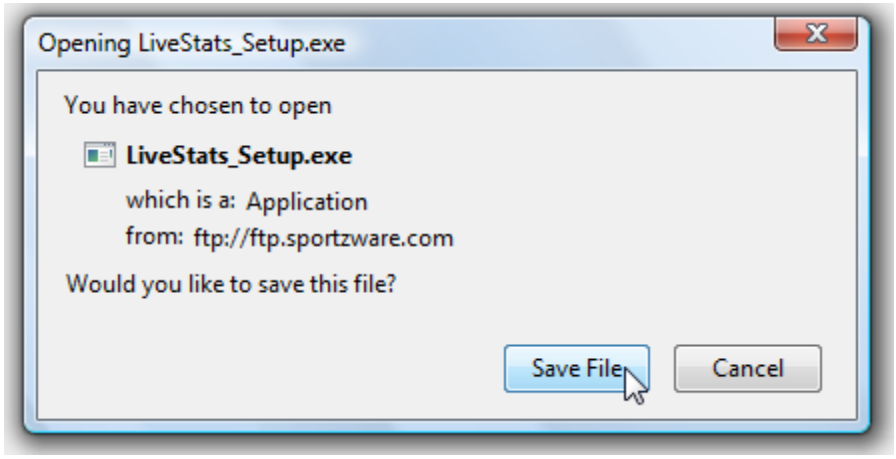
To operate FIBA LiveStats you must first download and register the software.

This is a simple process as follows:

If you have not already done so then open your Internet browser and go to www.fibaorganizer.com and choose the **download** link for FIBA LiveStats.

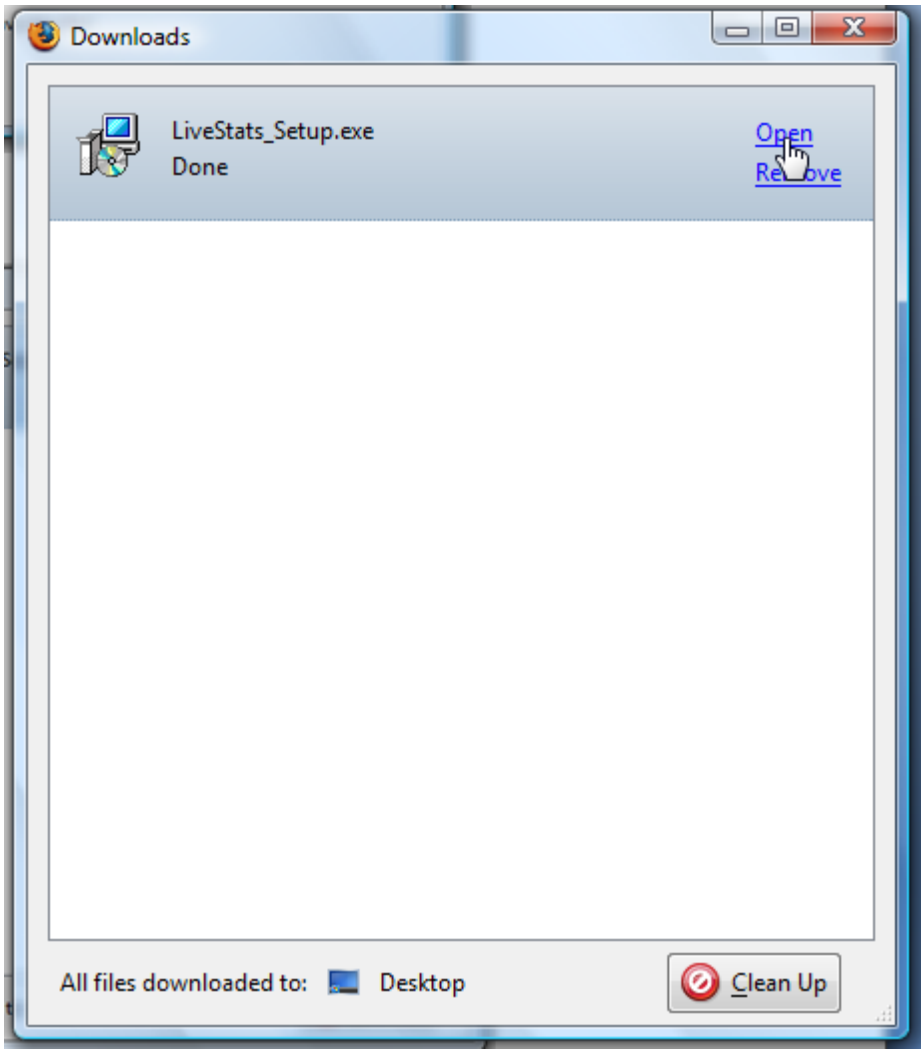
Fiba Organizer
www.fibaorganizer.com
FIBA
ORGANIZER
ALL YOUR DATA IN ONE BASKET
FIBA Organizer
FIBA LiveStats
Stadium Scoring
Register
Change Language
FAQ
FIBA LiveStats
NEW WEBCAST FEATURES!
Record basketball game statistics and webcast matches in real-time.
Click here to get website support
Newsletter Sign up
E-mail Address:
Sign up
Click Here to Download FIBA LiveStats
By clicking the link above you will be downloading the new FIBA Live Stats ver. 4 - should you wish to use version 3 please download from below. Please note the new webcast features are not compatible with ver. 3.
SportingPulse partners with YouTube

Click the link to download the software. You will see a window similar to this. Choose to **Save** the file.

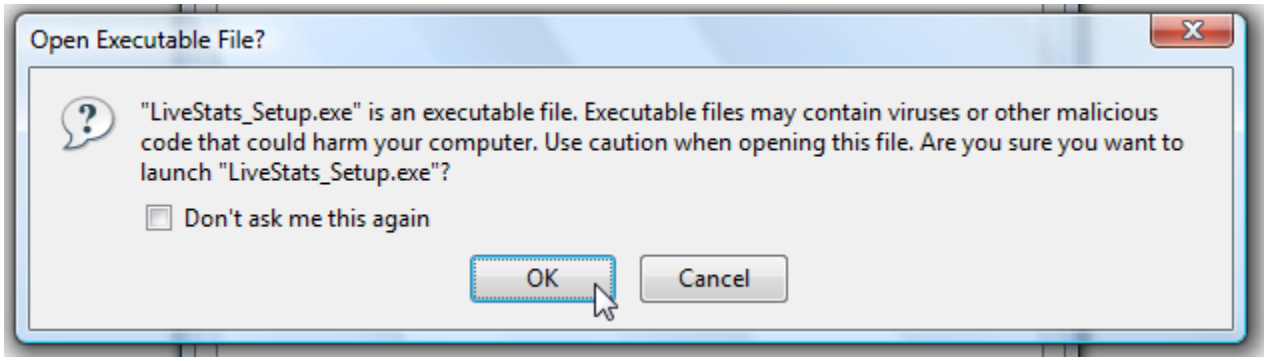


Note: You will need about 24 megabytes of space on your hard drive to save the installation file. Once installed the software will take approximately 22 megabytes permanently on your hard drive.

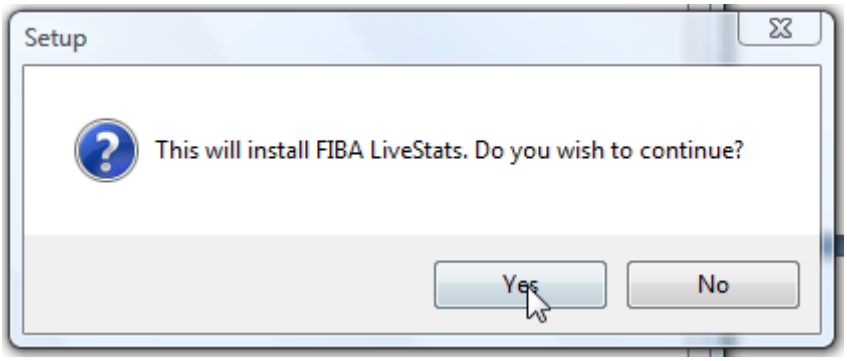
Once the software is downloaded, click **Open**.



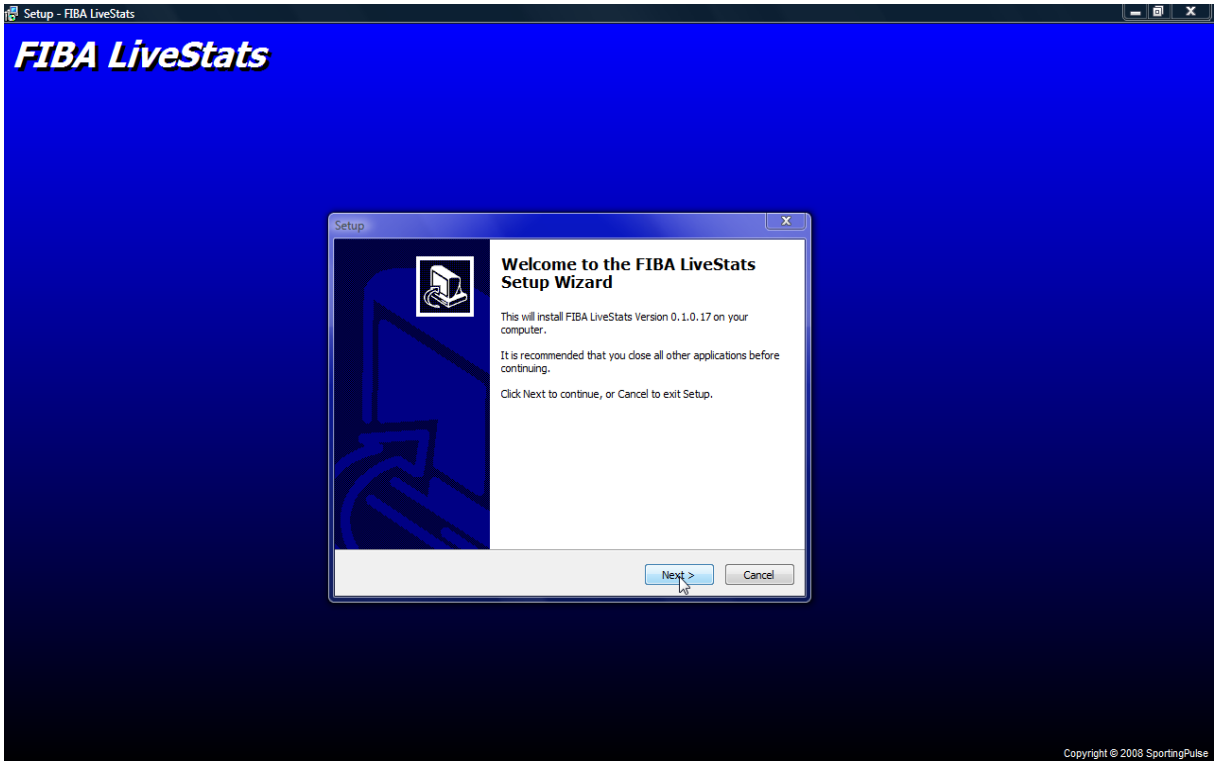
You may receive this warning – if you do then click **OK.**


Open Executable File?
"LiveStats_Setup.exe" is an executable file. Executable files may contain viruses or other malicious code that could harm your computer. Use caution when opening this file. Are you sure you want to launch "LiveStats_Setup.exe"?
Don't ask me this again
OK
Cancel

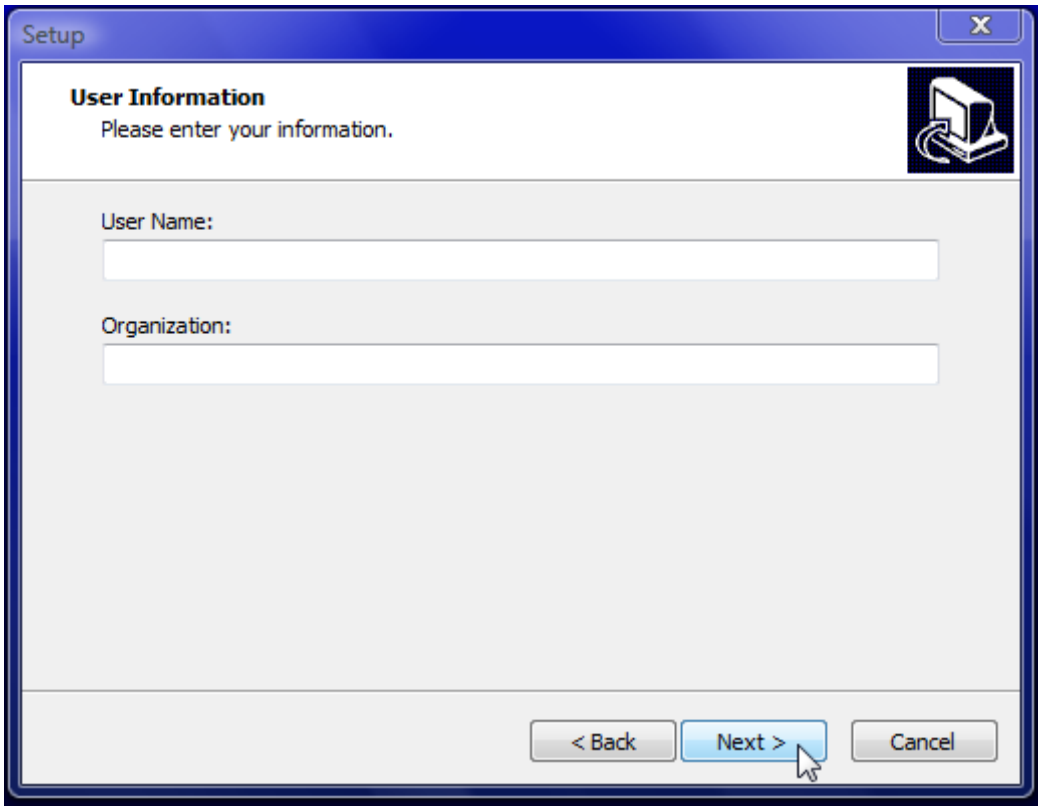
You will be presented with this question. Click **“Yes”.**



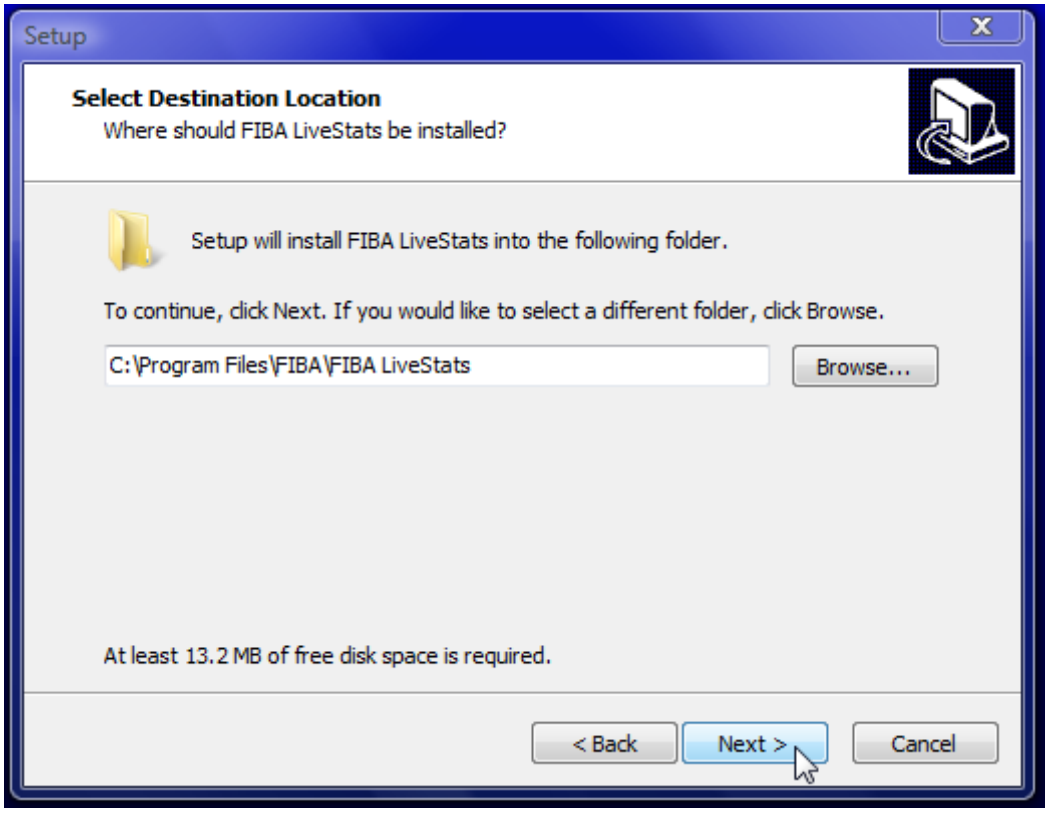
The setup wizard will now be presented, click **Next >** to continue with the setup.


Setup - FIBA LiveStats
FIBA LiveStats
Setup
Welcome to the FIBA LiveStats Setup Wizard
This will install FIBA LiveStats Version 0.1.0.17 on your computer.
It is recommended that you close all other applications before continuing.
Click Next to continue, or Cancel to exit Setup.
Next >
Cancel
Copyright © 2008 SportingPulse

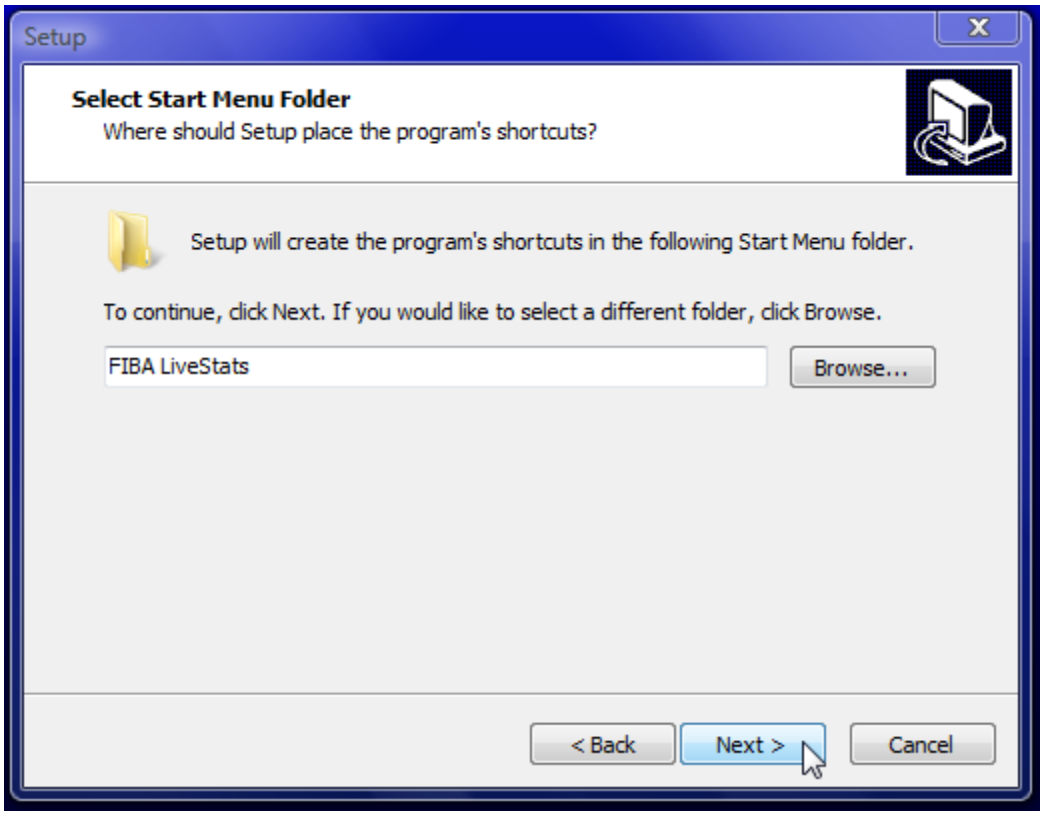
Complete your **User Name** and **Organisation** then click **Next >**



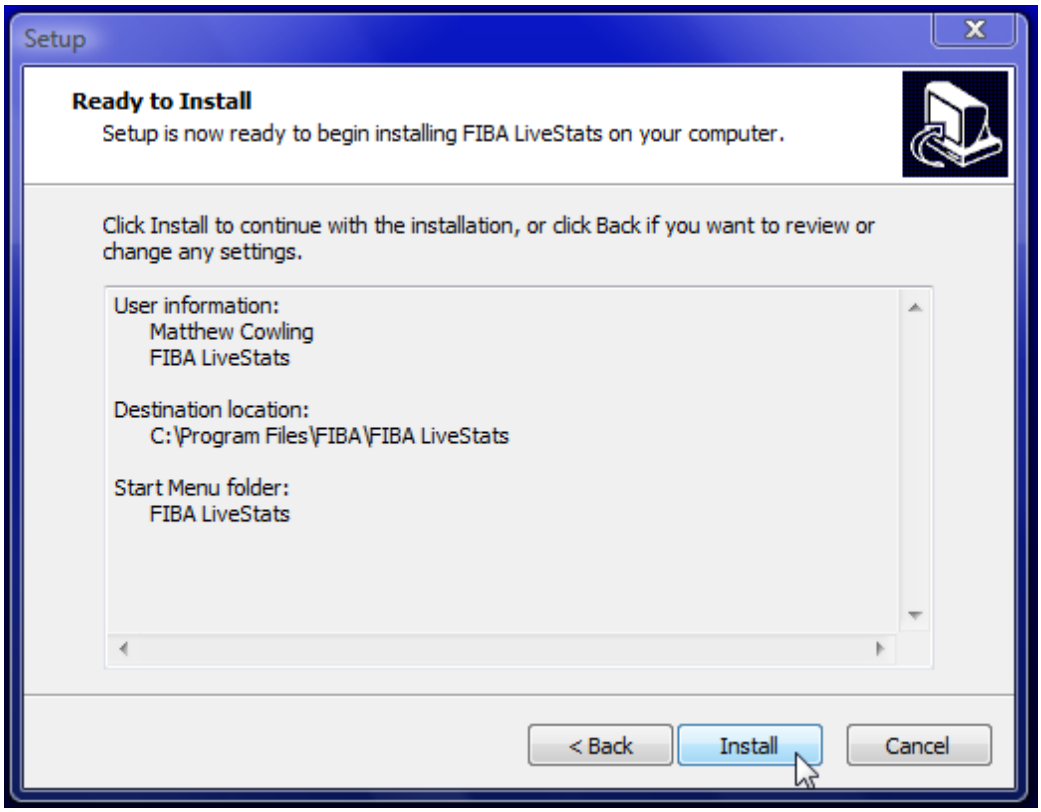
Ensure you accept the default location for FIBA LiveStats Installation and click **Next >**


Setup
Select Destination Location
Where should FIBA LiveStats be installed?
Setup will install FIBA LiveStats into the following folder.
To continue, click Next. If you would like to select a different folder, click Browse.
C:\Program Files\FIBA\FIBA LiveStats
Browse...
At least 13.2 MB of free disk space is required.
< Back
Next >
Cancel

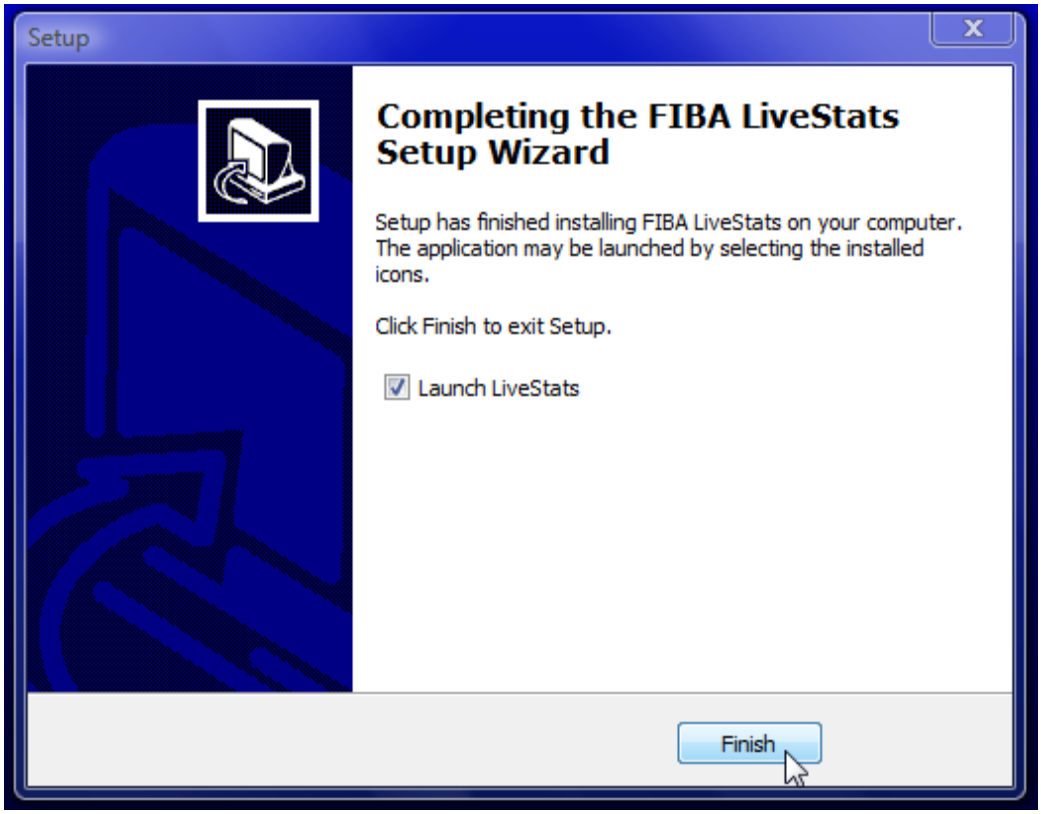
Accept the default Start Menu Folder Shortcuts and click **Next >**


Setup
Select Start Menu Folder
Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
FIBA LiveStats
Browse...
< Back
Next >
Cancel

The Software is now ready to install, provided everything is ok for you then click **Install**.



The software will now install on your computer, and should just a few minutes. Once the installation has been completed, you will see the following screen, click **Finish** to launch the application.


Setup
Completing the FIBA LiveStats Setup Wizard
Setup has finished installing FIBA LiveStats on your computer. The application may be launched by selecting the installed icons.
Click Finish to exit Setup.
Launch LiveStats
Finish

Registering FIBA LiveStats

While FIBA LiveStats is a free application, and readily available to all Basketball Users, it must be registered so that adequate ongoing support can be provided.

When you first downloaded the software, you were prompted to provide some brief details so that we could determine your location. You also needed to provide an email address. An email has been sent to that address containing your registration code.

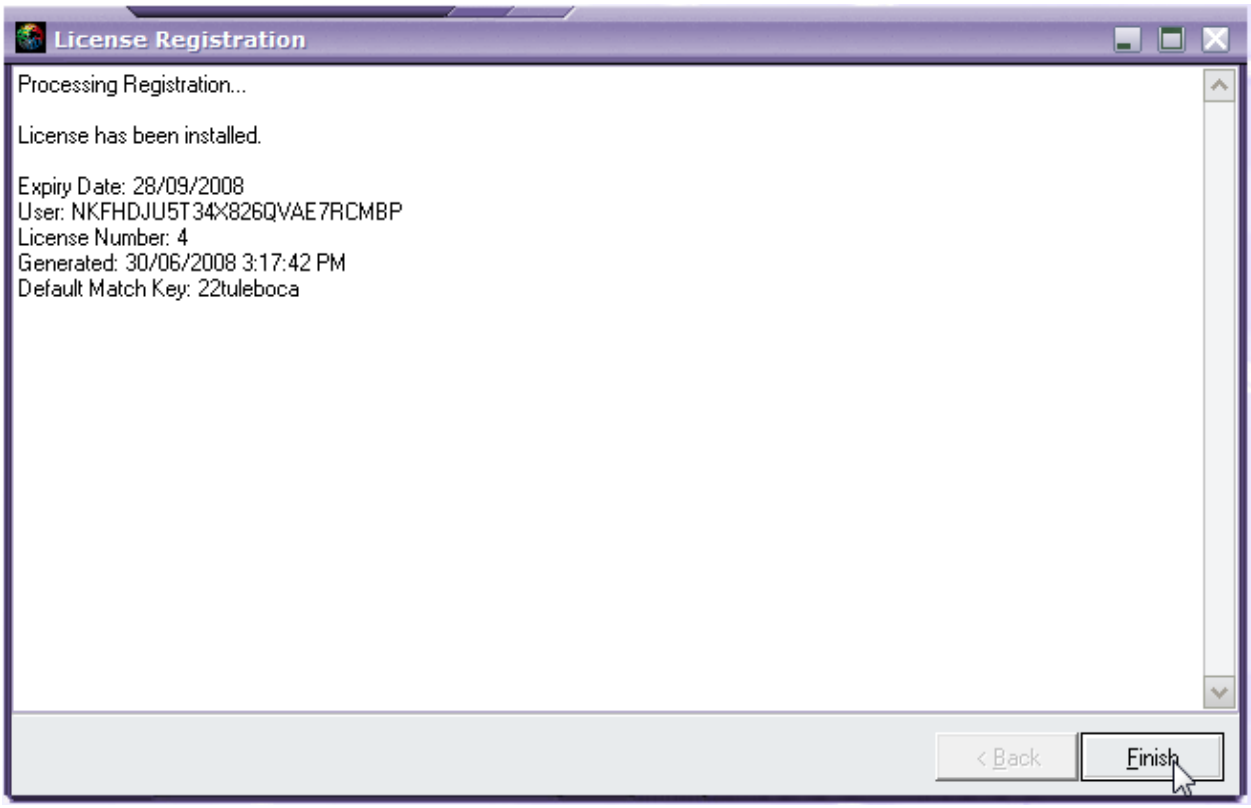
The registration code is a 25-character code, generated randomly.

The “Next” button will not be available until you have entered your registration code. You cannot use the software until the code has been registered. If you cancel prior to entering your code then you will not be able to use FIBA LiveStats.

Right now you should **enter your code** and then click **Next >**

Note: (The code below is a sample code only, please do not enter this code into your version of FIBA LiveStats – you must use the version provided to you via email).

If you receive the message below then you have successfully installed and registered FIBA LiveStats. If the registration is unsuccessful then you must click **back** and re-check the registration key provided to you.



Congratulations! You are now able to use FIBA LiveStats!

Setting up a New Game

There are three methods of setting up a new game in LiveStats.

The first method is an automated process involving the use of game keys; Game keys are generated from the FIBA Organizer product in use by leagues and associations. The second method is a manual process where all the necessary match information is entered manually. The third method is another automated process in which a FIBA LiveStats game is created courtesy of an XML game file provided to you in advance. These files are also generated from the FIBA Organizer product.

All three methods are relatively quick, and in all cases it is advised that you have the full team roster available (including playing numbers) before commencing.

The fourth option available in the opening menu is to re-open an existing game (fdb file).

Option 1: Game Key – "Start a New Game by entering a game key".
Start a new game by entering a game key that will download the xml file from the online server

Option 2: Manual Entry – "Start a New Game by entering all details manually"
Start a new game by entering all match, team and player details yourself

Option 3: XML Game File – "Start a New Game by loading a game file"
Load a game via an xml file that would have been emailed to you previously

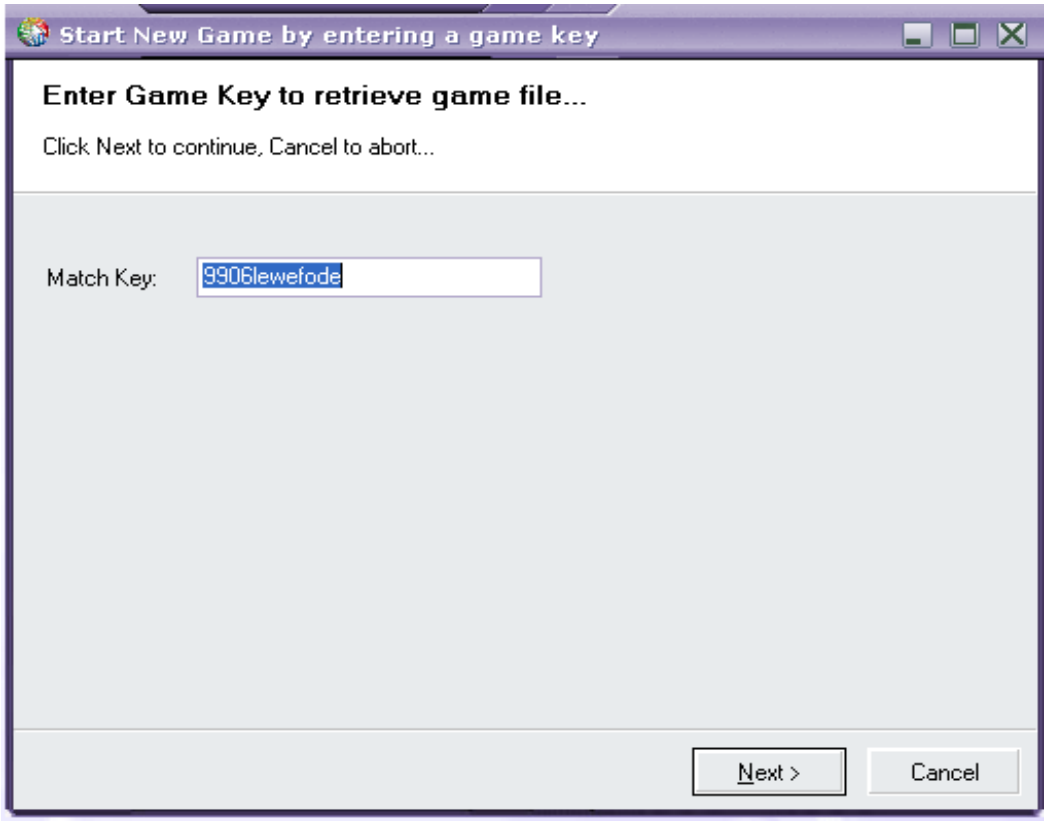
Setting Up a Game using a Game Key

Provided you have launched the LiveStats Application, click on **Start a New Game by entering a game key.** Work through the wizard to bring the game information into the LiveStats game action screen.

Note: This option is only available when using FIBA Organizer to create matches. If you have manually created a game key in LiveStatsCMS you need to use Option 2 to create a game manually (refer to page 25). The game key you create in LiveStatsCMS can then be used to webcast that game.

You are presented with the following screen. This is where you enter the unique game key as generated by the LiveStats Content Management System (LiveStatsCMS) website in conjunction with FIBA Organizer.

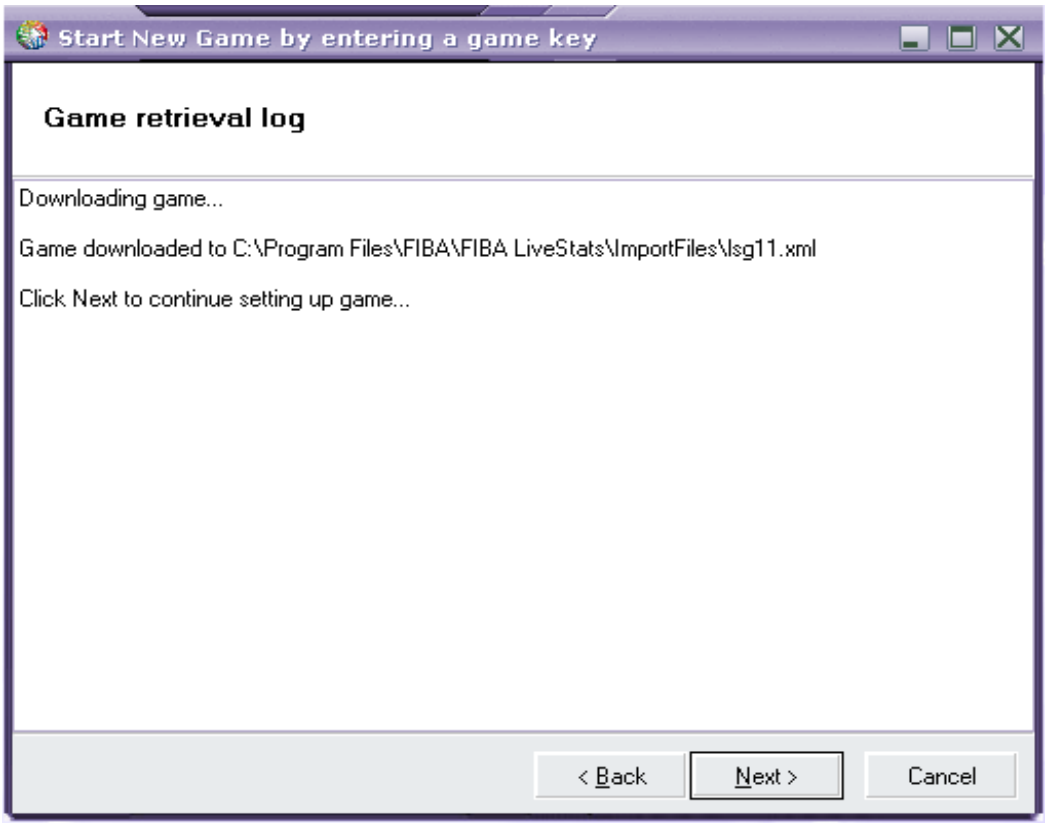
Your league administrator will provide you with a game key for each of your season/tournament games. If you are a league administrator and you require access to LiveStatsCMS, please contact SportingPulse.


Start New Game by entering a game key
Enter Game Key to retrieve game file...
Click Next to continue, Cancel to abort...
Match Key:
9906lewefode
Next >
Cancel

After entering the game key click **Next >**

A new screen will appear, and after a couple of seconds, the screen will tell you it is ready to proceed.

At this point click **Next >** and you will be taken through the game wizard.

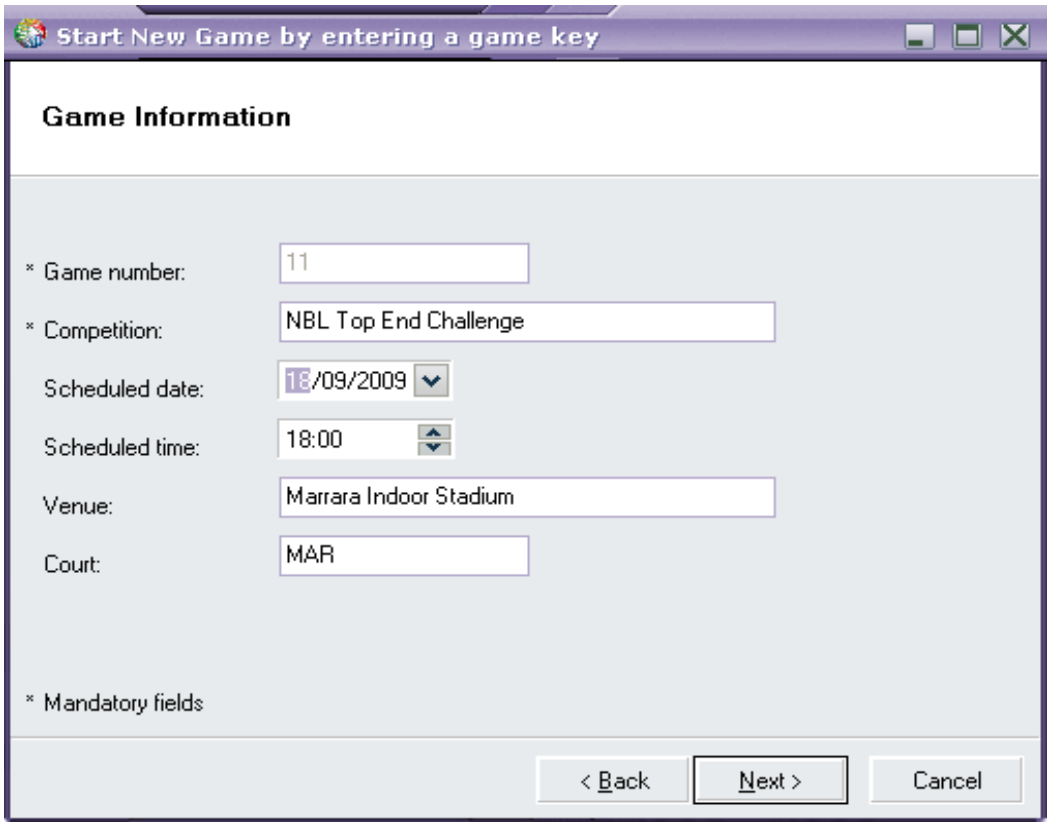

Start New Game by entering a game key
Game retrieval log
Downloading game...
Game downloaded to C:\Program Files\FIBA\FIBA LiveStats\ImportFiles\lsg11.xml
Click Next to continue setting up game...
< Back
Next >
Cancel

Note: You must be connected to the Internet for this to process to work.

You will now be presented with game information relative to the game key that was entered.

You should not need to change any of this information, however if required, you do have the option of modifying some of these details before commencing (e.g. date, time, venue, court).

Once ready, click **Next >**



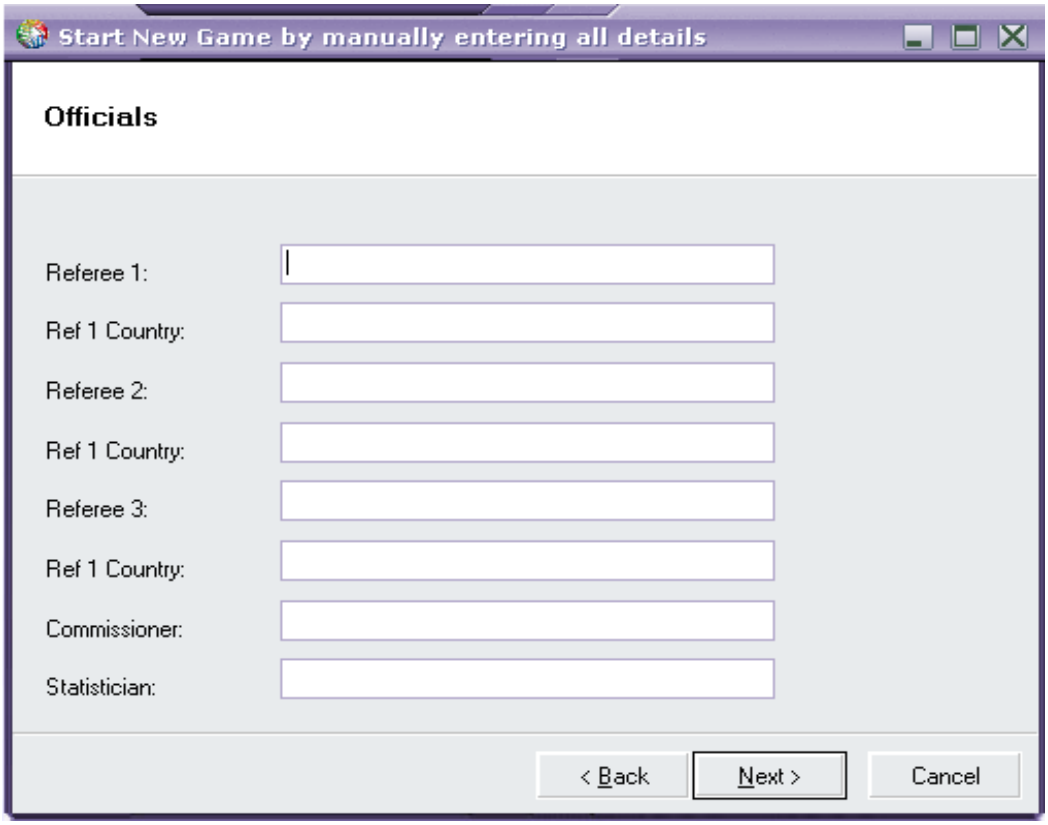
Note: The game number is contained within the XML file. This is downloaded from the online server when the game key is entered. This game number cannot be changed.

You will now be asked to provide information about the referees, commissioner and statistician.

Provided the League or Tournament has entered this information in FIBA Organizer before generating the game key then this will already be completed. If not, you may need to enter these details yourself.

None of these fields are compulsory, so it is up to you whether you choose to fill this out.

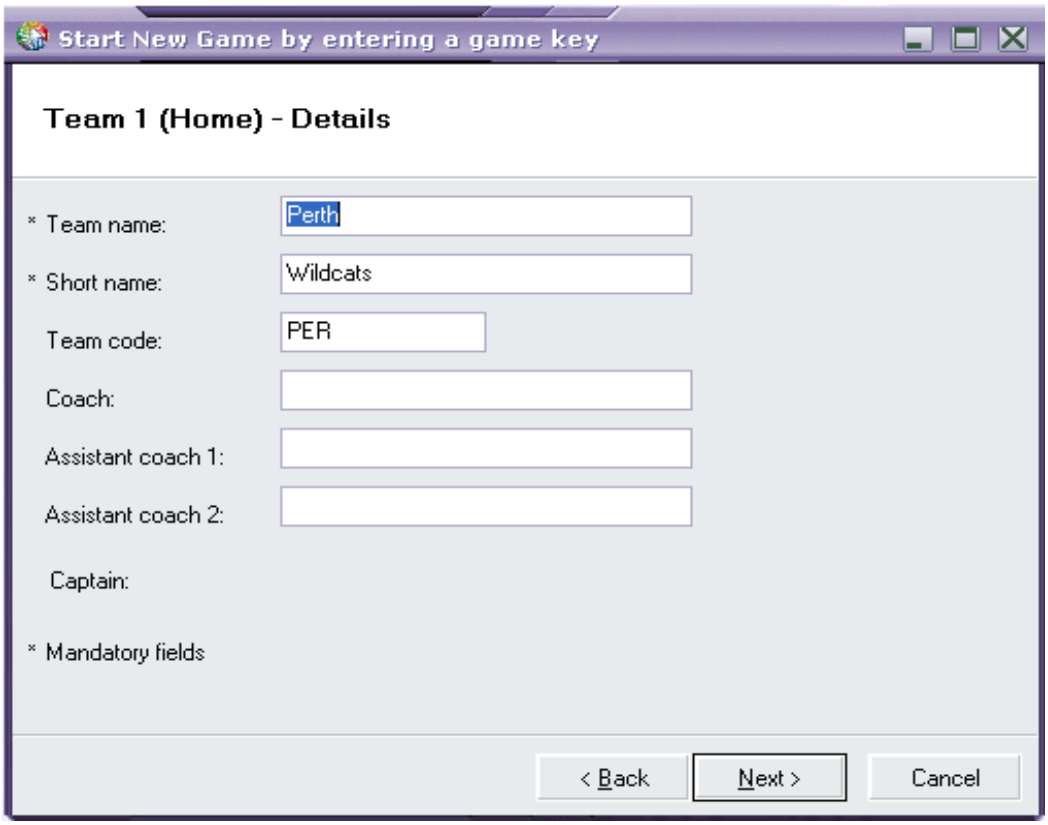
Once completed, click **Next** >



You will now need to set up the two participating teams (home team followed by the visiting team). The mandatory fields (e.g. team name) will already be completed via the game key that was entered.

There are two forms to complete for each team. The first is the team details form.

Once you have completed the **Team 1 (Home) – Details** form, click **Next >**

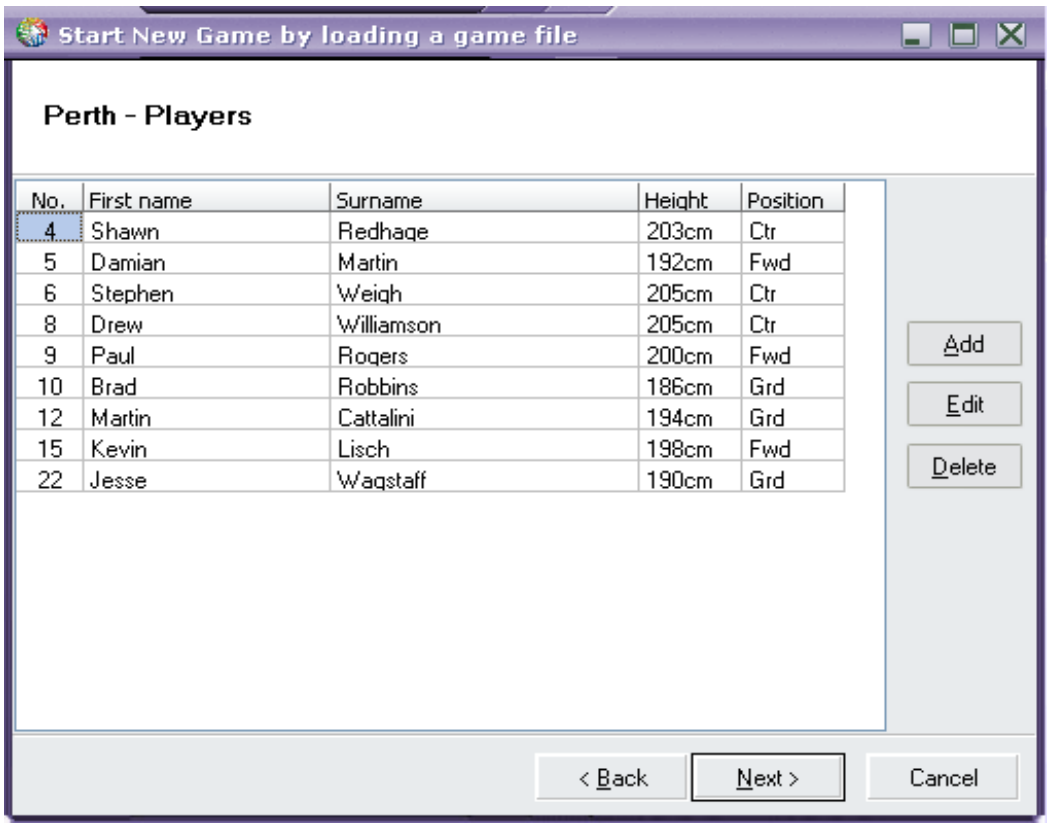


Note: The team code is limited to just three letters. The team code is very important as it is used to upload team logos in LiveStatsCMS and is displayed in FIBA LiveStats webcasts and website widgets. In this example we have abbreviated Perth to PER.

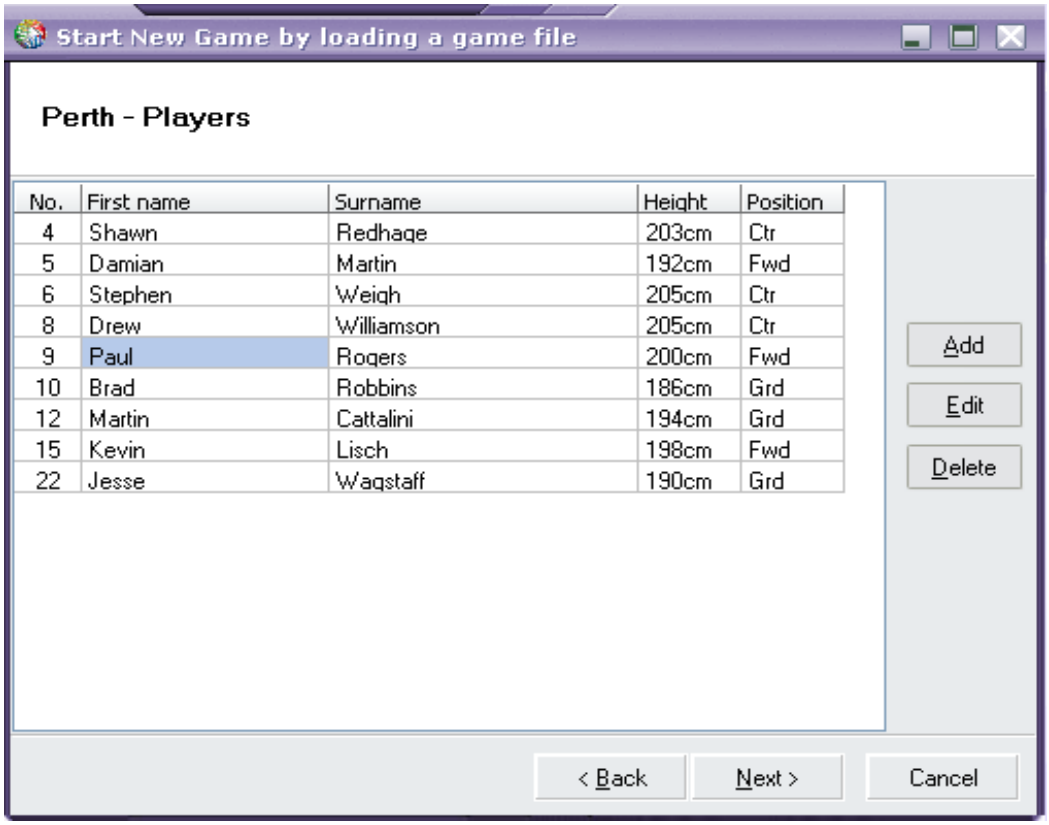
The second form that needs to be completed is the **Team 1 – Players** form, in this instance Perth.

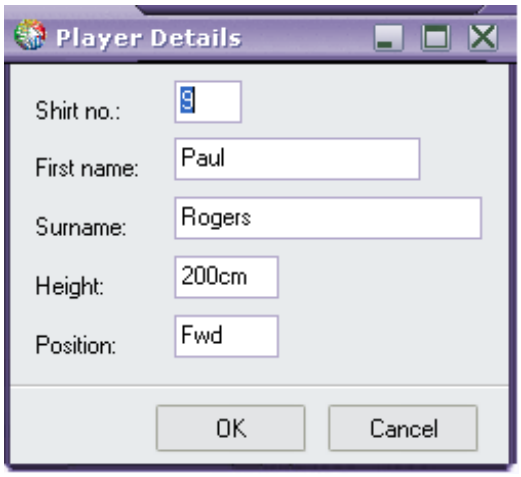
Provided the League or Tournament has entered this information in FIBA Organizer before generating the game key then this form will already be completed. If not, you may need to enter this yourself.

You should not need to make any changes to this unless otherwise stated by a league/club official (e.g. a player not already on the team sheet has been approved to play by the league or a shirt number has changed). You should always check shirt numbers against the scoresheet signed by the Coaches.



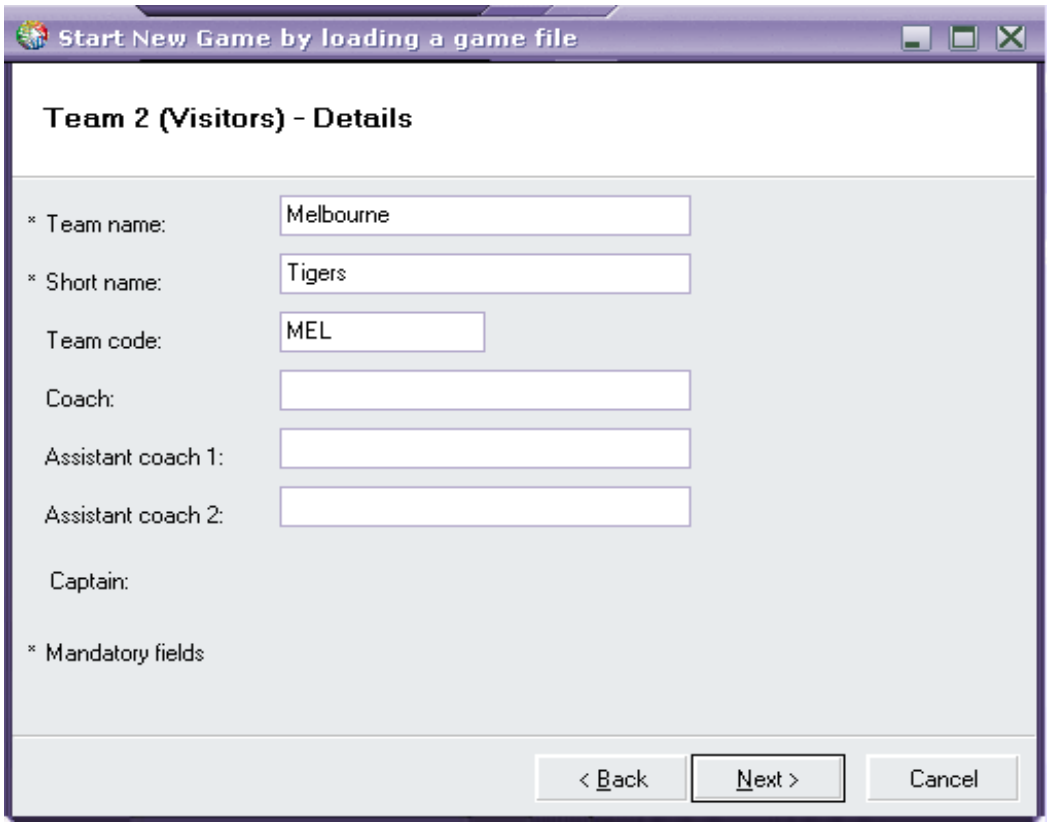
If you need to change any of the player details for either team, select a player by clicking on their row and click **Edit**. You can edit any of the details about the player on this screen. Once you have finished click **OK**.

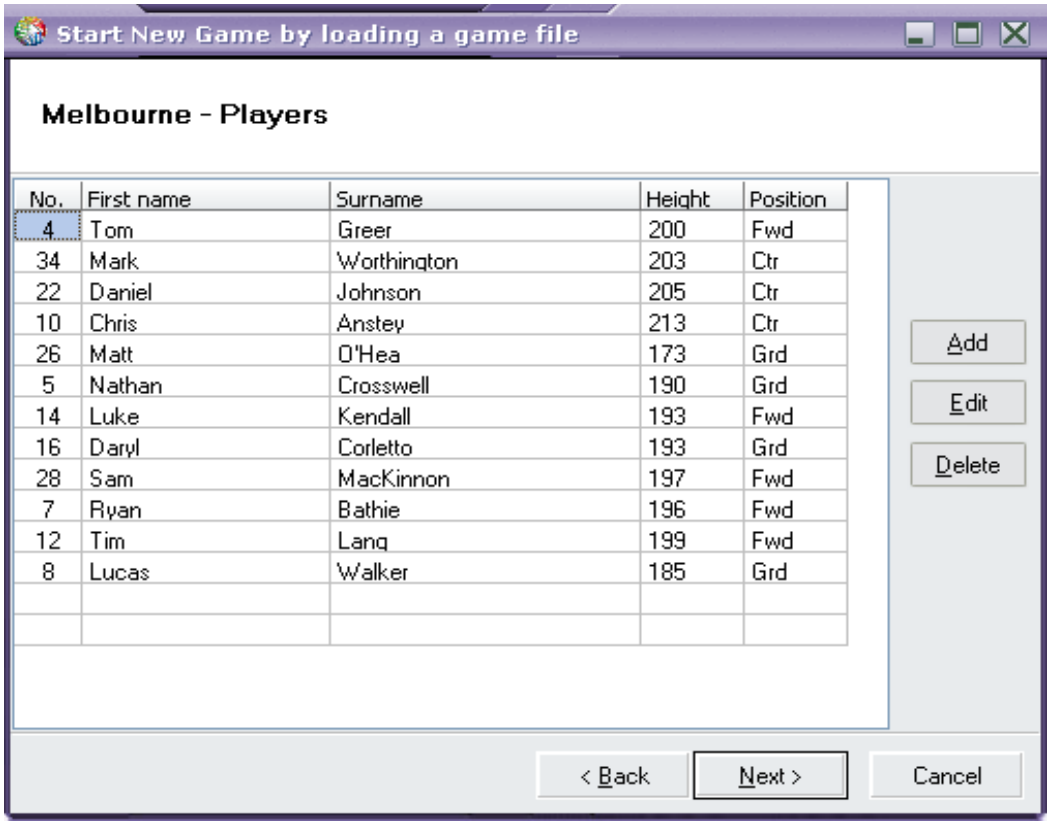

Start New Game by loading a game file
Perth - Players
No. First name Surname Height Position
4 Shawn Redhage 203cm Ctr
5 Damian Martin 192cm Fwd
6 Stephen Weigh 205cm Ctr
8 Drew Williamson 205cm Ctr
9 Paul Rogers 200cm Fwd
10 Brad Robbins 186cm Grd
12 Martin Cattalini 194cm Grd
15 Kevin Lisch 198cm Fwd
22 Jesse Wagstaff 190cm Grd
Add
Edit
Delete
< Back
Next >
Cancel



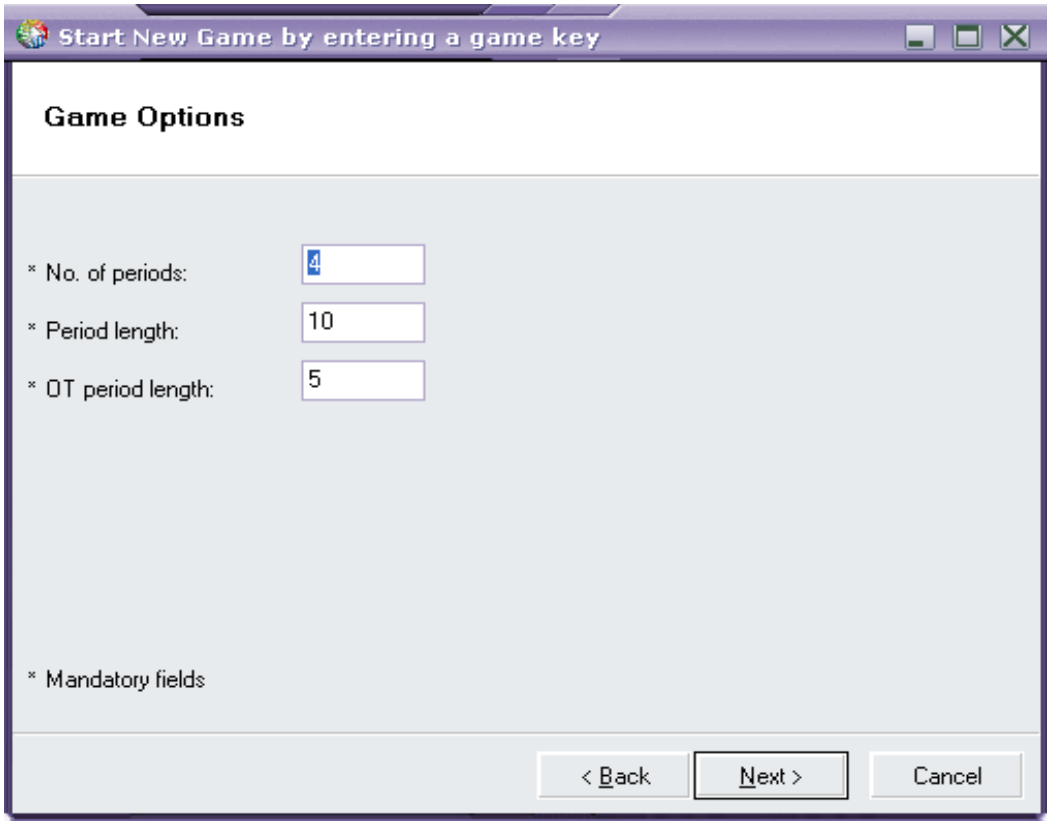
When you are ready to proceed, click **Next >** to move to the **Team 2 (Visitors)** – **Details** form.

Repeat the same process for the away team as per the previous example. Then click **Next >**

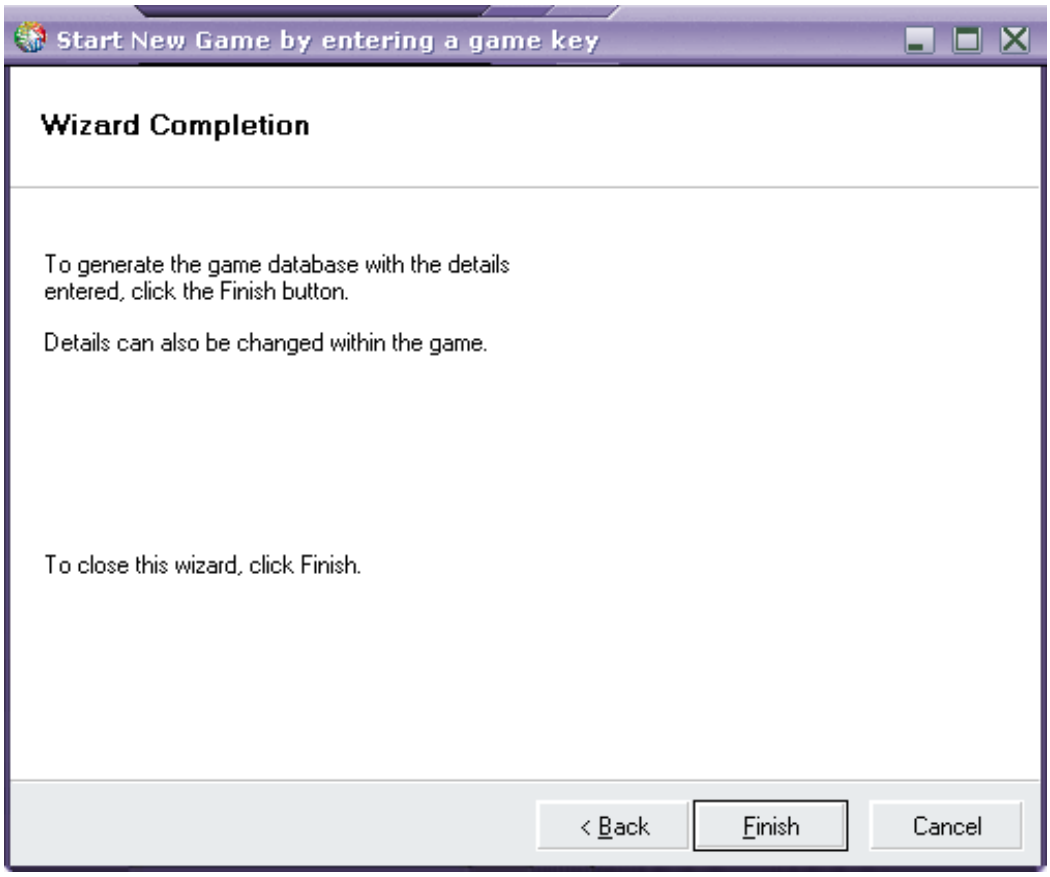



Start New Game by loading a game file
Melbourne - Players
No. First name Surname Height Position
4 Tom Greer 200 Fwd
34 Mark Worthington 203 Ctr
22 Daniel Johnson 205 Ctr
10 Chris Anstey 213 Ctr
26 Matt O'Hea 173 Grd
5 Nathan Crosswell 190 Grd
14 Luke Kendall 193 Fwd
16 Daryl Corletto 193 Grd
28 Sam MacKinnon 197 Fwd
7 Ryan Bathie 196 Fwd
12 Tim Lang 199 Fwd
8 Lucas Walker 185 Grd
Add
Edit
Delete
< Back
Next >
Cancel

Finally, you will be prompted to confirm the pre-determined game options relative to the game key that was entered. You should not need to change these details. Once ready, click **Next >**



Once you have finished setting-up the teams and the game, click **Finish** to launch the game action screen.


Start New Game by entering a game key
Wizard Completion
To generate the game database with the details entered, click the Finish button.
Details can also be changed within the game.
To close this wizard, click Finish.
< Back
Finish
Cancel

You might now like to skip to page 52 of this manual, titled “starting a game”.

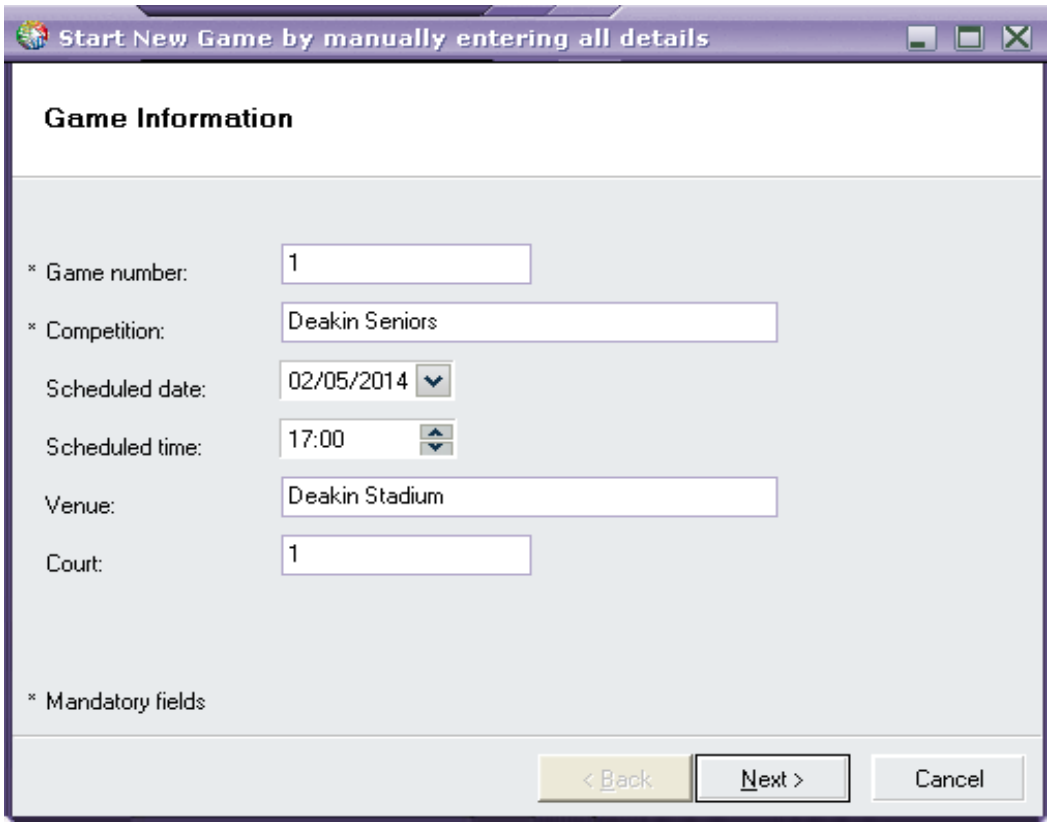
Setting Up a Game Manually

Provided you have launched the LiveStats Application, click on **Start a New Game by entering all details manually.** Work through the wizard to bring the game information into the LiveStats game action screen.

You will be prompted to enter some game information.

All fields except Venue and Court must be completed; an example is provided below.

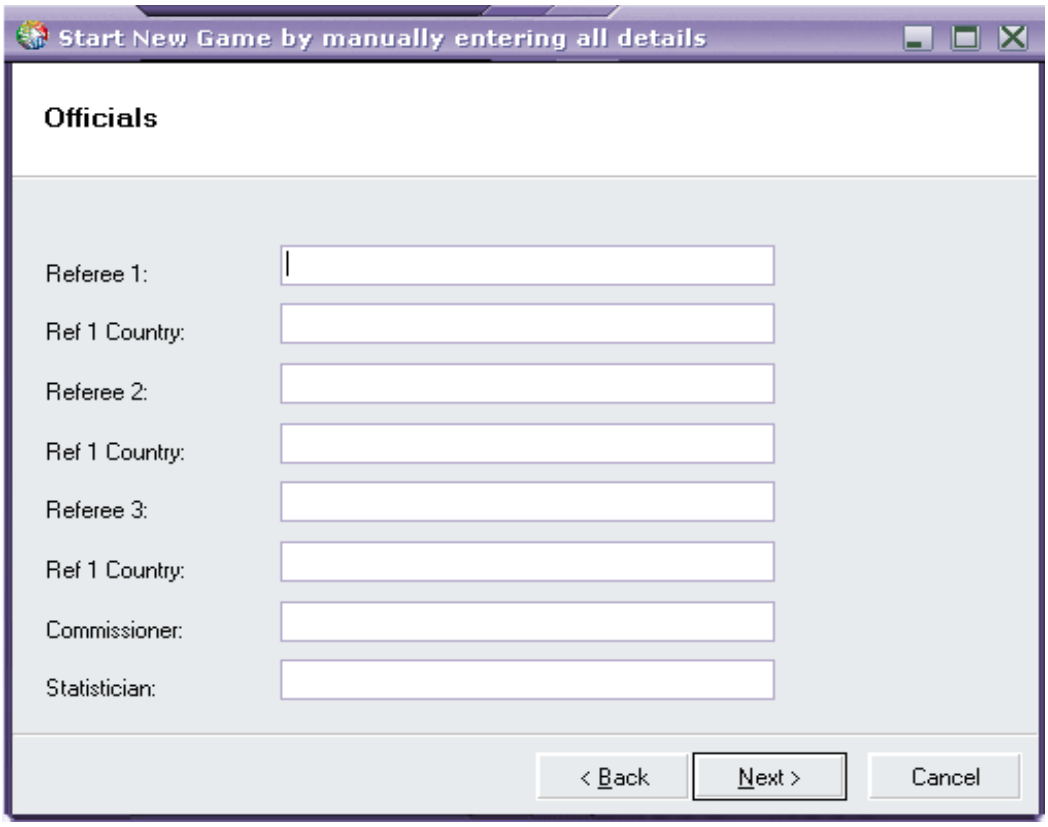
Once completed, click **Next >**



Now you will be asked about to provide information about the referees, commissioner and statistician.

None of these fields are compulsory, so it is up to you whether you choose to fill this out.

Once completed, click **Next** >



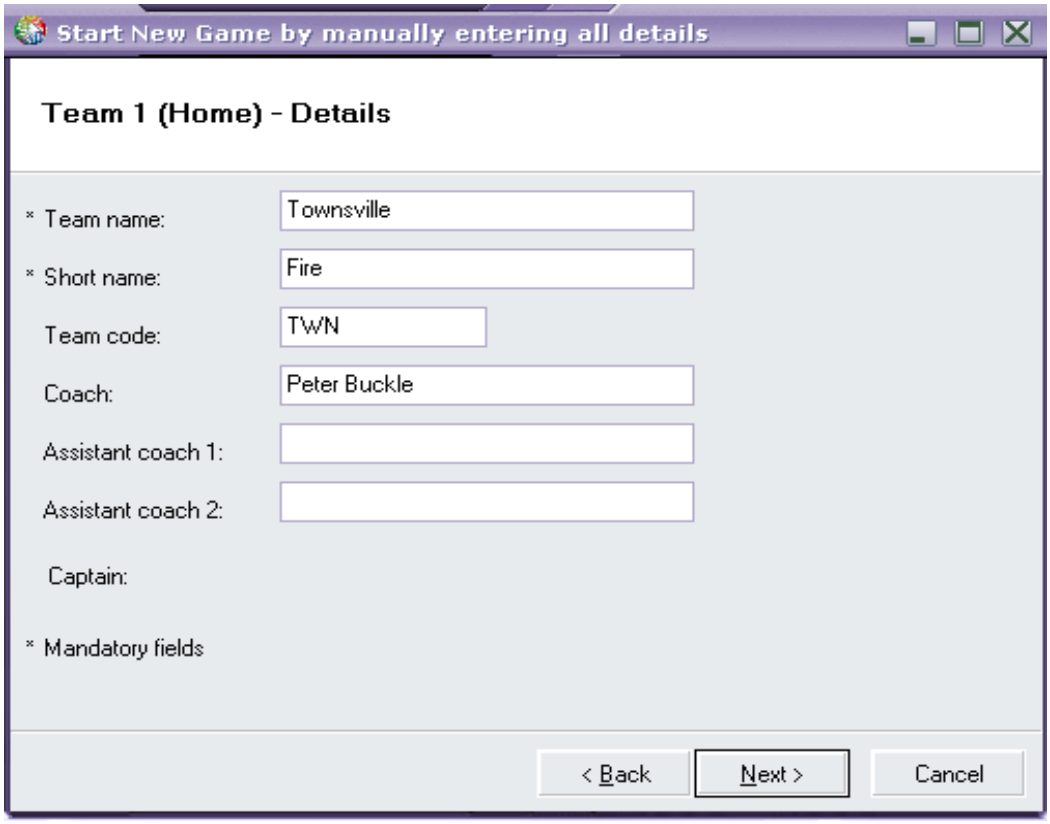
You will now need to set up the individual teams with the home team followed by the visiting team.

There are two forms to complete for each team. The first is the **Team 1 (Home) – Details** Form.

Certain Information must be completed. The other fields are optional. You must have:

- Team Name
- Short Name
- Team Code

Once you have completed the details page, click **Next >**



Note: The team code is limited to just three letters. The team code is very important as it is used to upload team logos in live.sportingpulse.com, and is displayed in FIBA LiveStats webcasts and website widgets. In this example we have abbreviated Townsville to TWN.

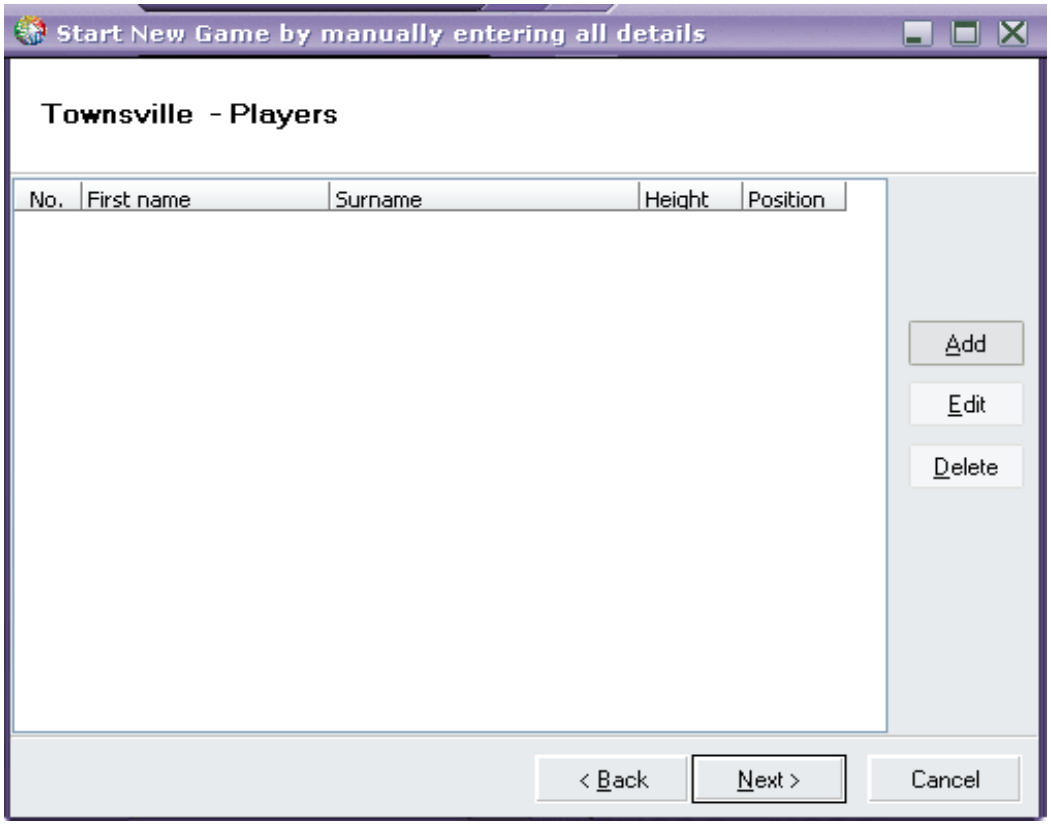
Now you are able to add players to the team. Click on **Add** to add a player to the team.

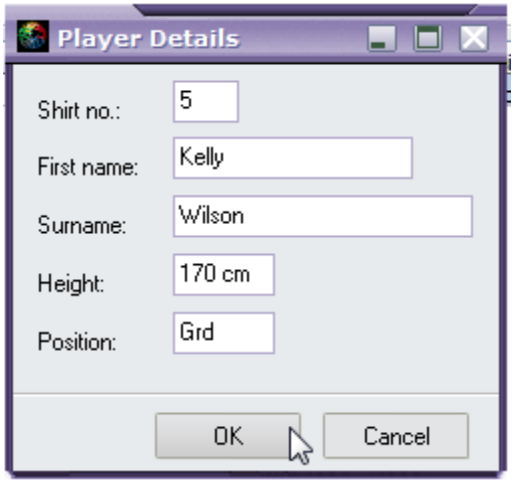
You can simply fill in the player details then click **OK**.

You must complete the first three fields:

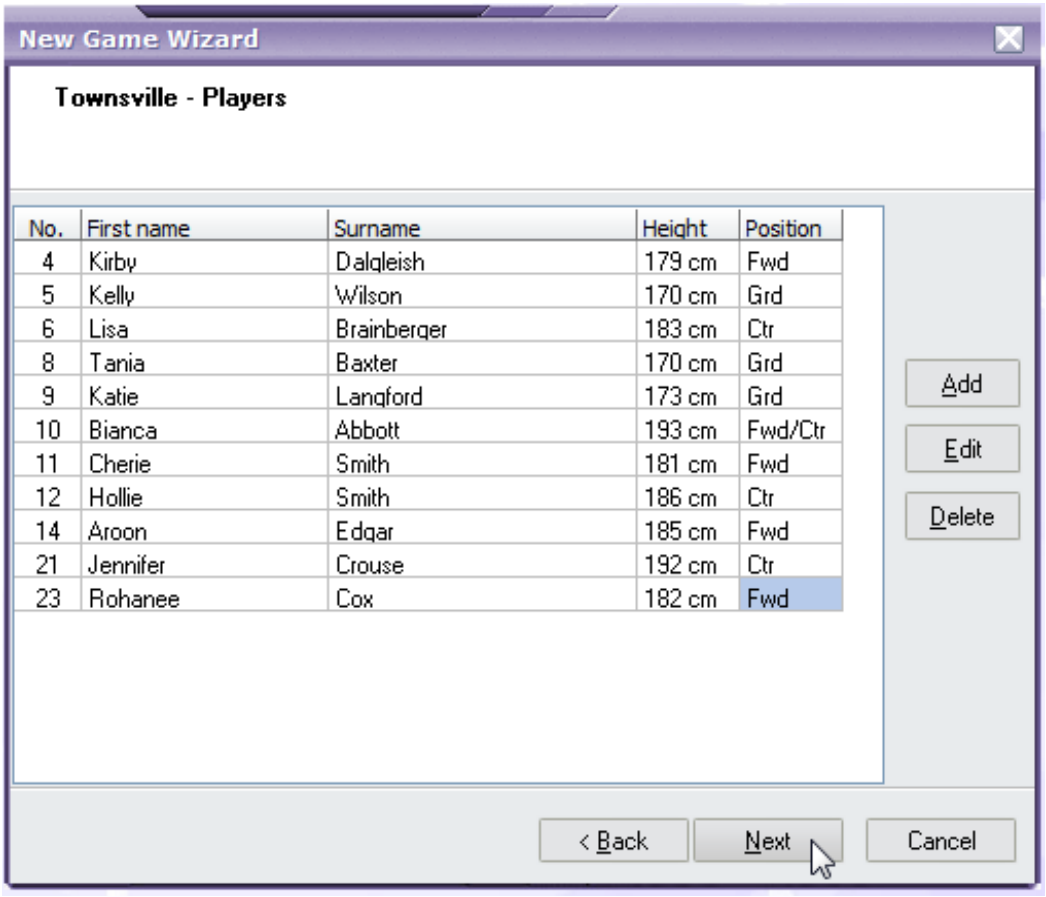
- No. (Playing Number)
- First Name
- Surname

Both height and position are optional. Position may be text or numeric. For example you may enter “FWD” or “Forward” or “3-4” or “4”. While height does not appear on the FIBA LiveStats webcast, the position does. If you do not enter a position, then a blank field will appear in the webcast.

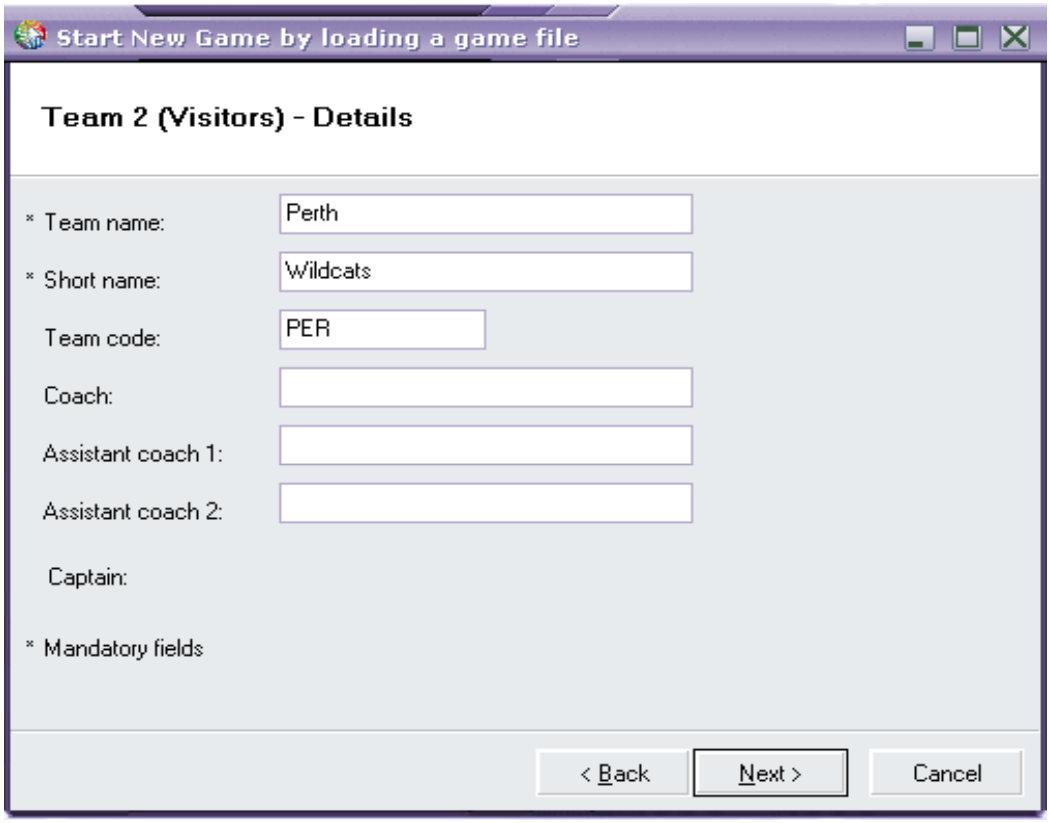


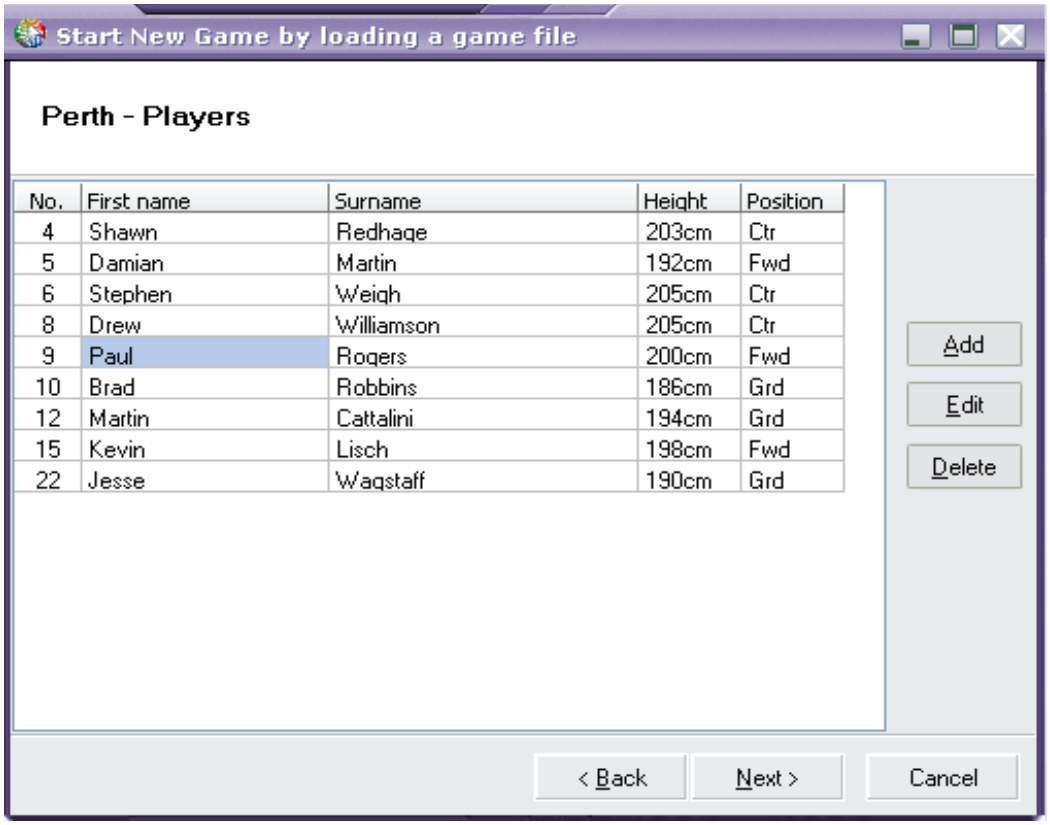


Repeat this **Add** process for all of the players in the first team. When you have a full team click **Next >**

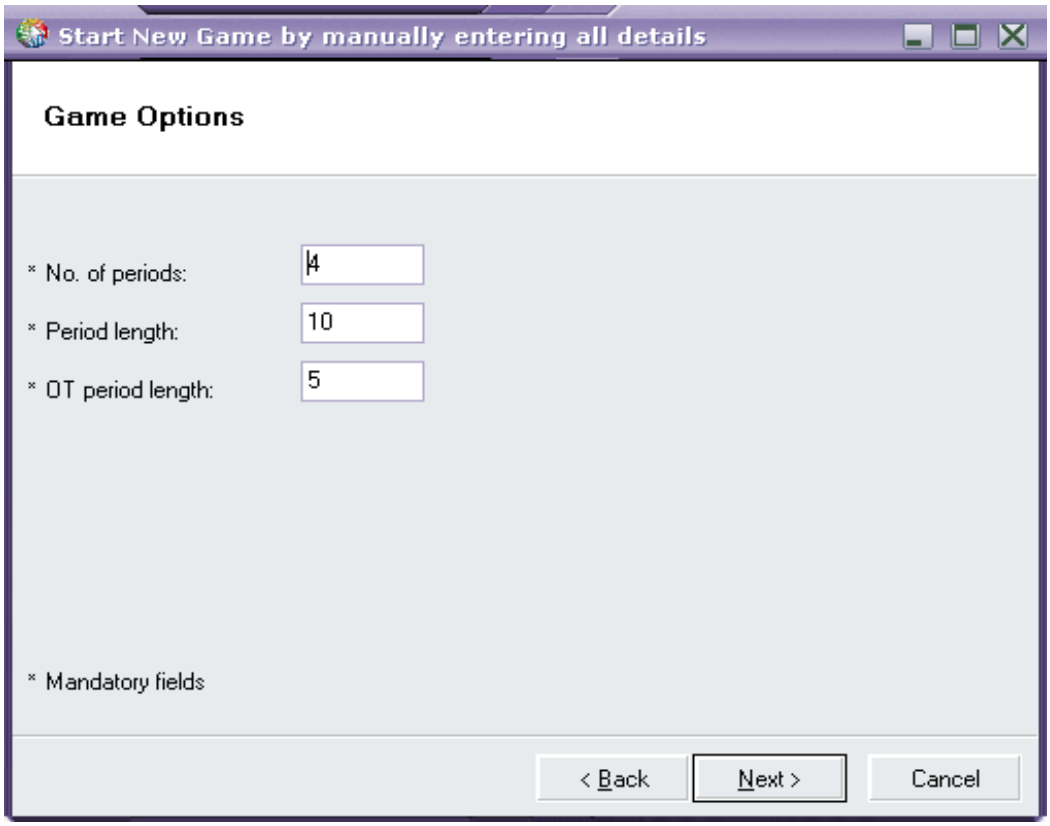

New Game Wizard
Townsville - Players
No. First name Surname Height Position
4 Kirby Dalgleish 179 cm Fwd
5 Kelly Wilson 170 cm Grd
6 Lisa Brainberger 183 cm Ctr
8 Tania Baxter 170 cm Grd
9 Katie Langford 173 cm Grd
10 Bianca Abbott 193 cm Fwd/Ctr
11 Cherie Smith 181 cm Fwd
12 Hollie Smith 186 cm Ctr
14 Aroon Edgar 185 cm Fwd
21 Jennifer Crouse 192 cm Ctr
23 Rohanee Cox 182 cm Fwd
Add
Edit
Delete
< Back
Next
Cancel

Now complete the necessary details for the away team as per the previous example. Then click **Next >**

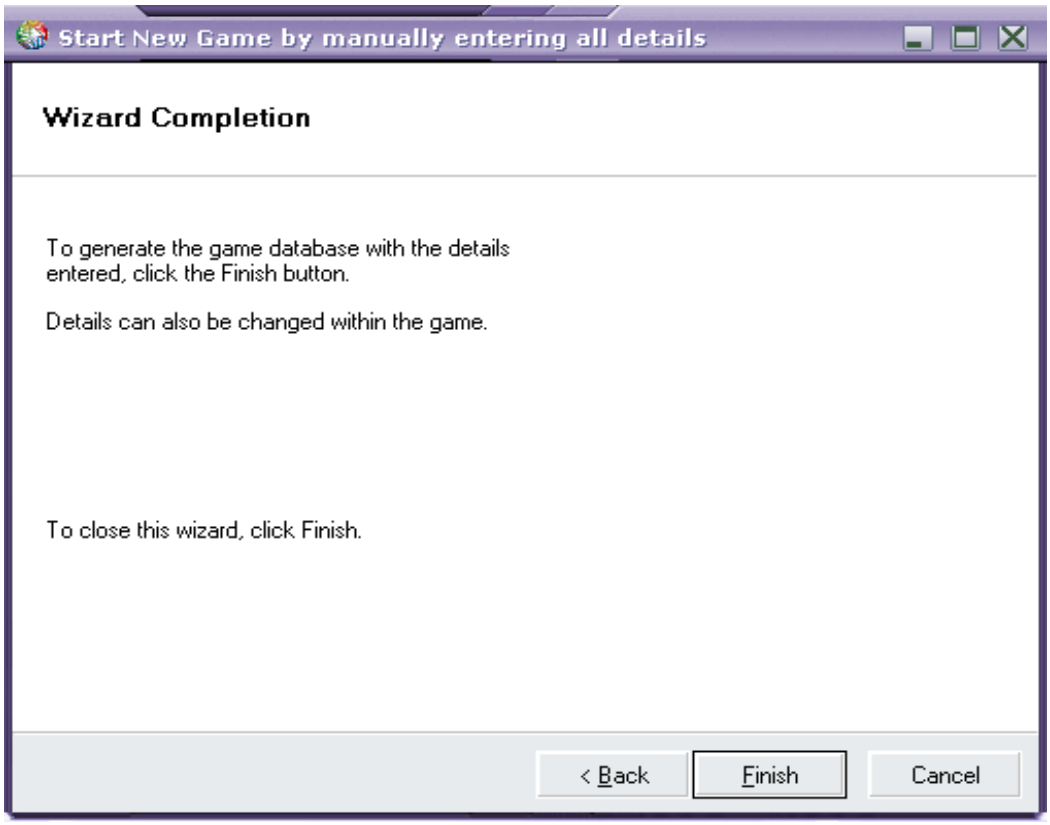



Start New Game by loading a game file
Perth - Players
No. First name Surname Height Position
4 Shawn Redhage 203cm Ctr
5 Damian Martin 192cm Fwd
6 Stephen Weigh 205cm Ctr
8 Drew Williamson 205cm Ctr
9 Paul Rogers 200cm Fwd
10 Brad Robbins 186cm Grd
12 Martin Cattalini 194cm Grd
15 Kevin Lisch 198cm Fwd
22 Jesse Wagstaff 190cm Grd
Add
Edit
Delete
< Back
Next >
Cancel

Finally, you will be prompted to enter mandatory game options. Once completed, click **Next >**



Once you have set-up the teams and the game manually, click **Finish** to launch the game action screen.


Start New Game by manually entering all details
Wizard Completion
To generate the game database with the details entered, click the Finish button.
Details can also be changed within the game.
To close this wizard, click Finish.
< Back
Finish
Cancel

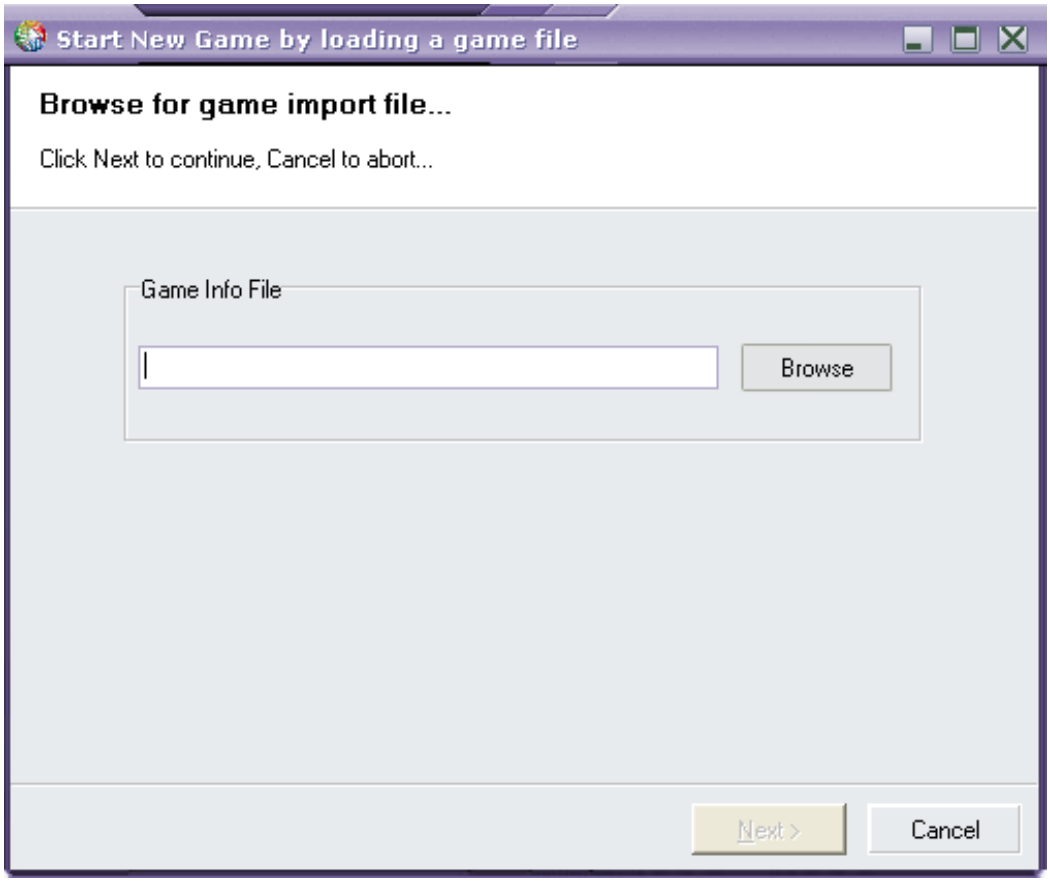
You might now like to skip to page 52 of this manual, titled “starting a game”.

3. Setting Up a New Game using a supplied Game File.

Provided you have launched the LiveStats Application, click on **Start a New Game by loading a game file.** Work through the wizard to bring the game information into the LiveStats game action screen.

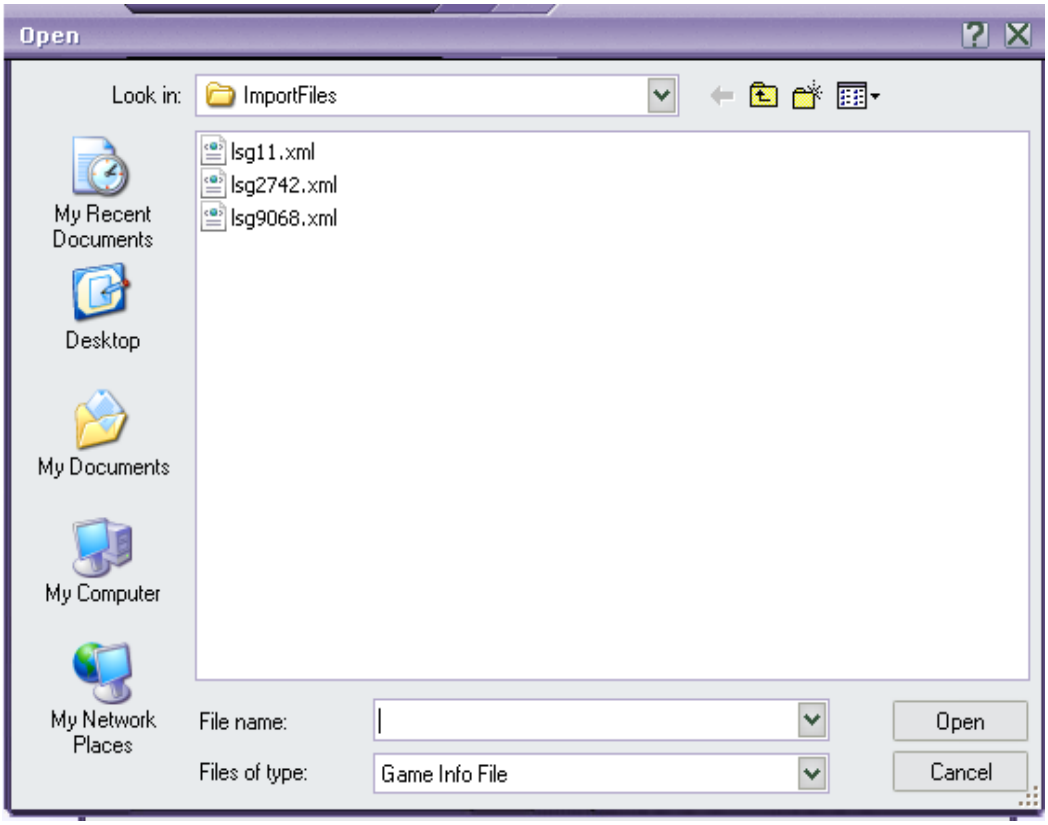
Note: When a league administrator sends you game files, they are received in XML format. This is the only format FIBA LiveStats will read. Always save any XML files you receive in the following folder: **C:/Program Files/FIBA/FIBA LiveStats/Import**

You are presented with the following screen. Click **Browse** to search for a game file to upload.

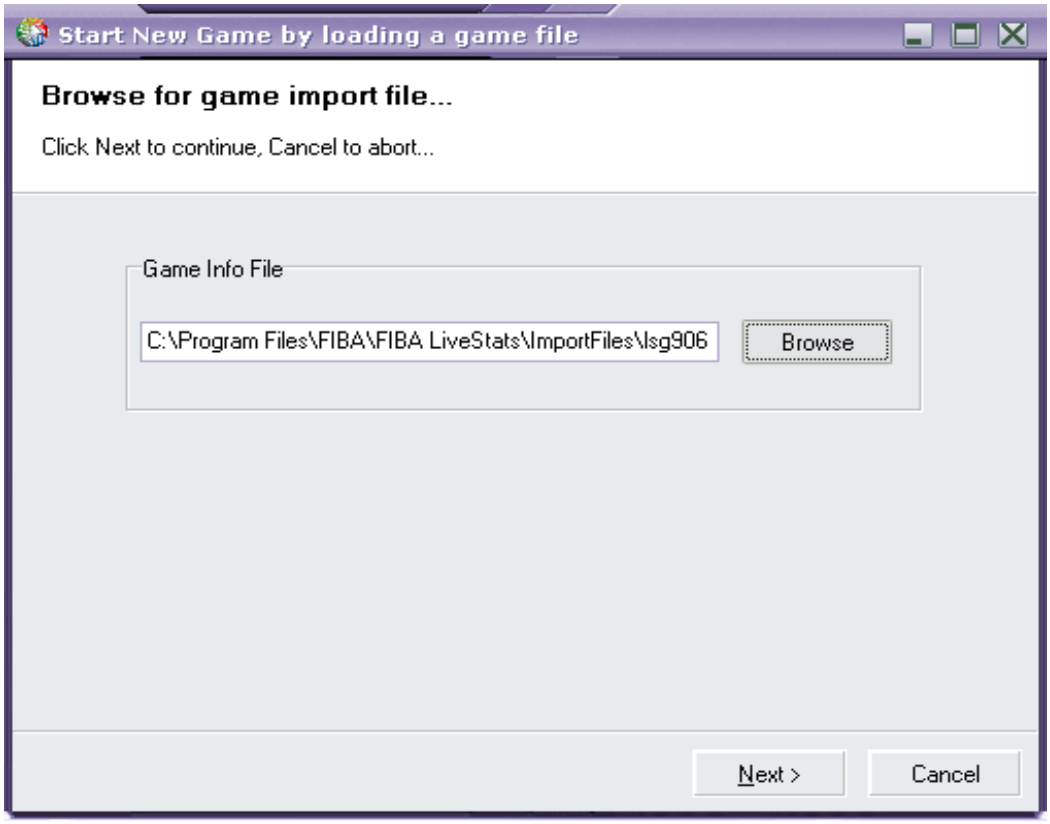


If the league or tournament you are working with has supplied you with LiveStats game files and you have stored them in the correct location, the game files will be listed in the folder below.

Select the game file you wish to upload and click **Open**.



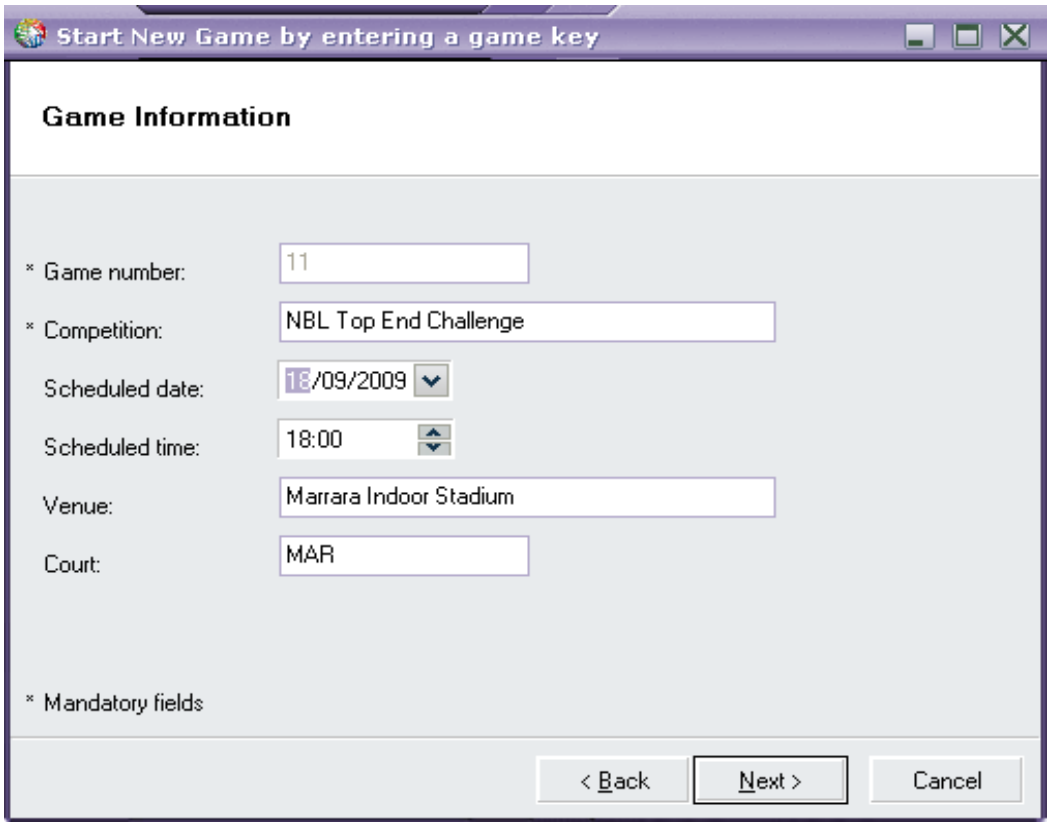
The game file can now be loaded. Click **Upload** and you will be taken through the game wizard.



You will now be presented with game information relative to the game file that was uploaded.

You should not need to change any of this information, however if required, you do have the option of modifying some of these details before commencing (e.g. date, time, venue, court).

Once ready, click **Next >**



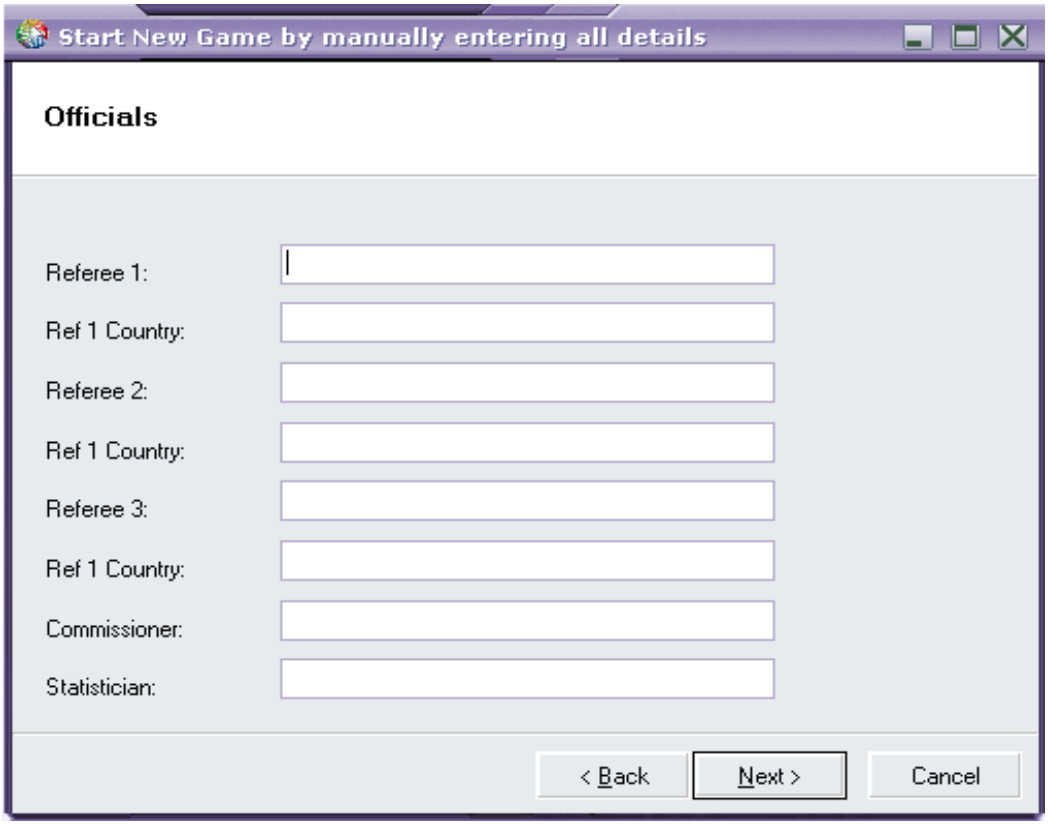
Note: The game number is contained within the XML file that was uploaded from the LiveStats import folder in the previous step. Unless asked by the relevant League or Tournament, do not change this.

You will now be asked to provide information about the referees, commissioner and statistician.

Provided the League or Tournament has entered this information in FIBA Organizer before exporting the game file then this will already be completed. If not, you may need to enter these details yourself.

None of these fields are compulsory, so it is up to you whether you choose to fill this out.

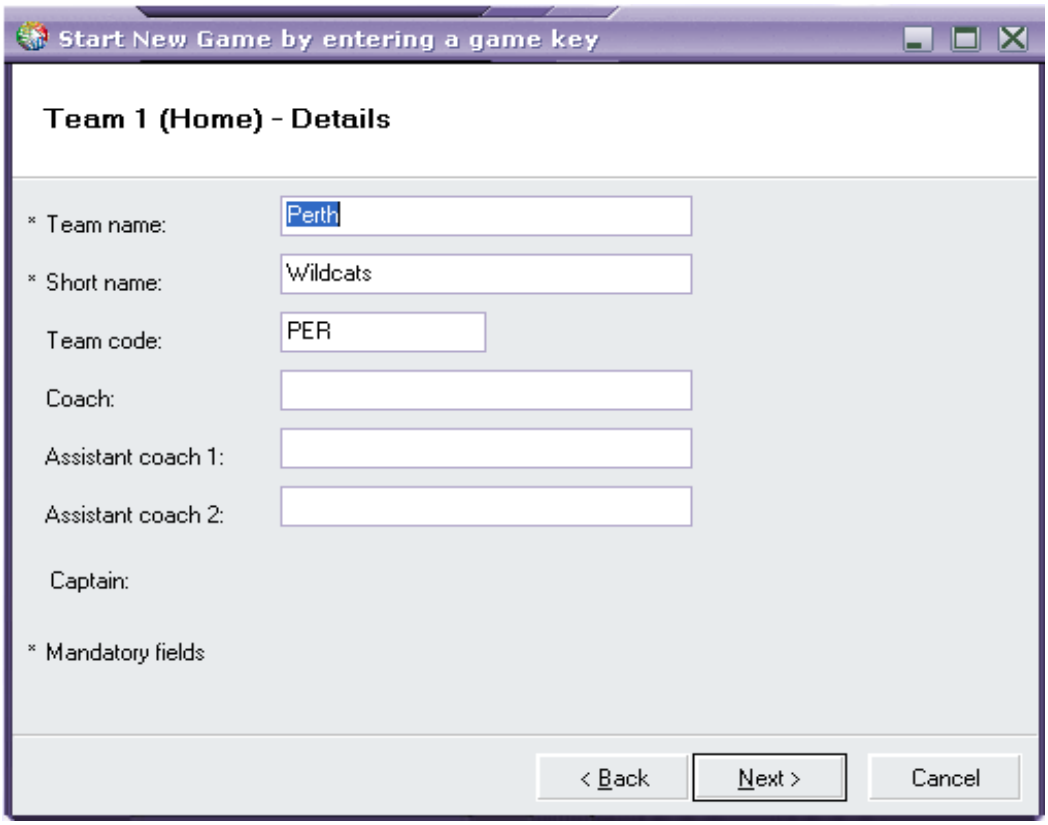
Once completed, click **Next** >



You will now need to set up the two participating teams (home team followed by the visiting team). The mandatory fields (e.g. team name) will already be completed via the game file that was uploaded.

There are two forms to complete for each team. The first is the team details form.

Once you have completed the **Team 1 (Home) – Details** form, click **Next >**

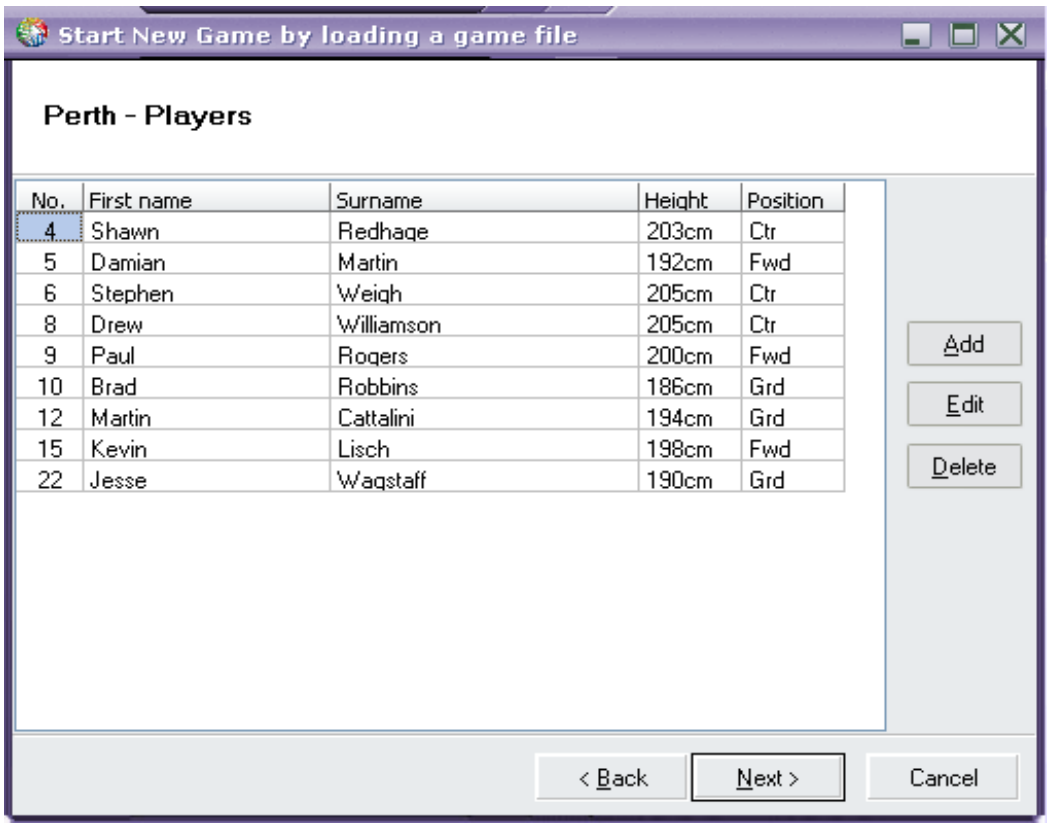


Note: The team code is limited to just three letters. The team code is very important as it is used to upload team logos in live.sportingpulse.com, and is displayed in FIBA LiveStats webcasts and website widgets. In this example we have abbreviated Perth to PER.

The second form that needs to be completed is the **Team 1 – Players** form, in this instance Perth.

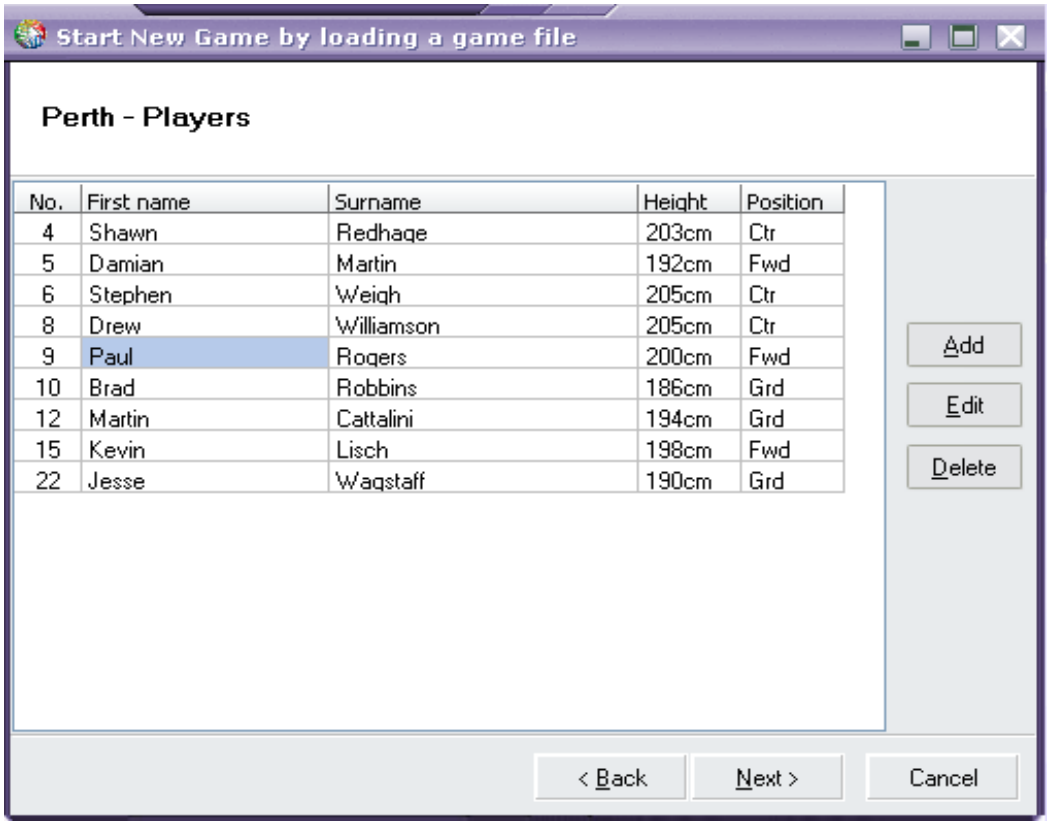
Provided the League or Tournament has entered this information in FIBA Organizer before exporting the game file then this form will already be completed. If not, you may need to enter this yourself.

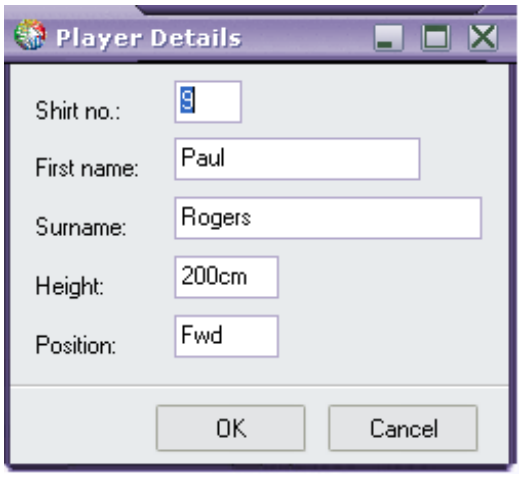
You should not need to make any changes to this unless otherwise stated by a league/club official (e.g. a player not already on the team sheet has been approved to play by the league or a shirt number has changed). You should always check shirt numbers against the scoresheet signed by the Coaches.



.

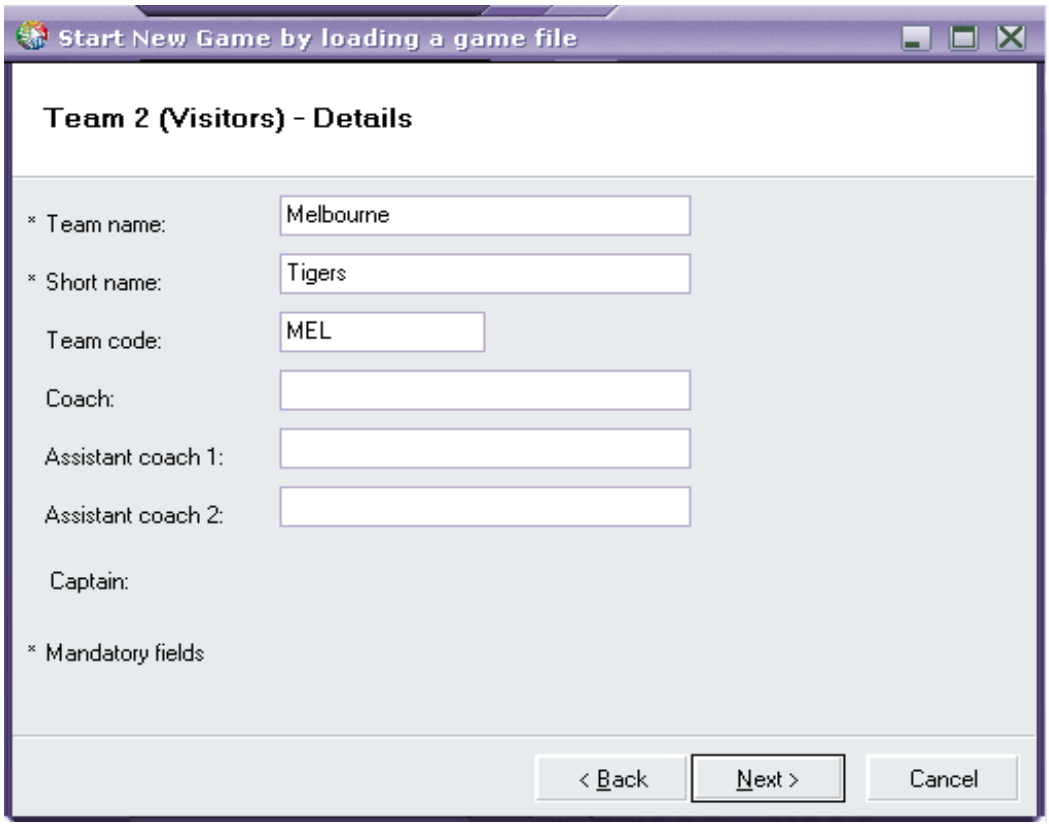
If you need to change any of the player details for either team, select a player by clicking on their row and click **Edit**. You can edit any of the details about the player on this screen. Once you have finished click **OK**.

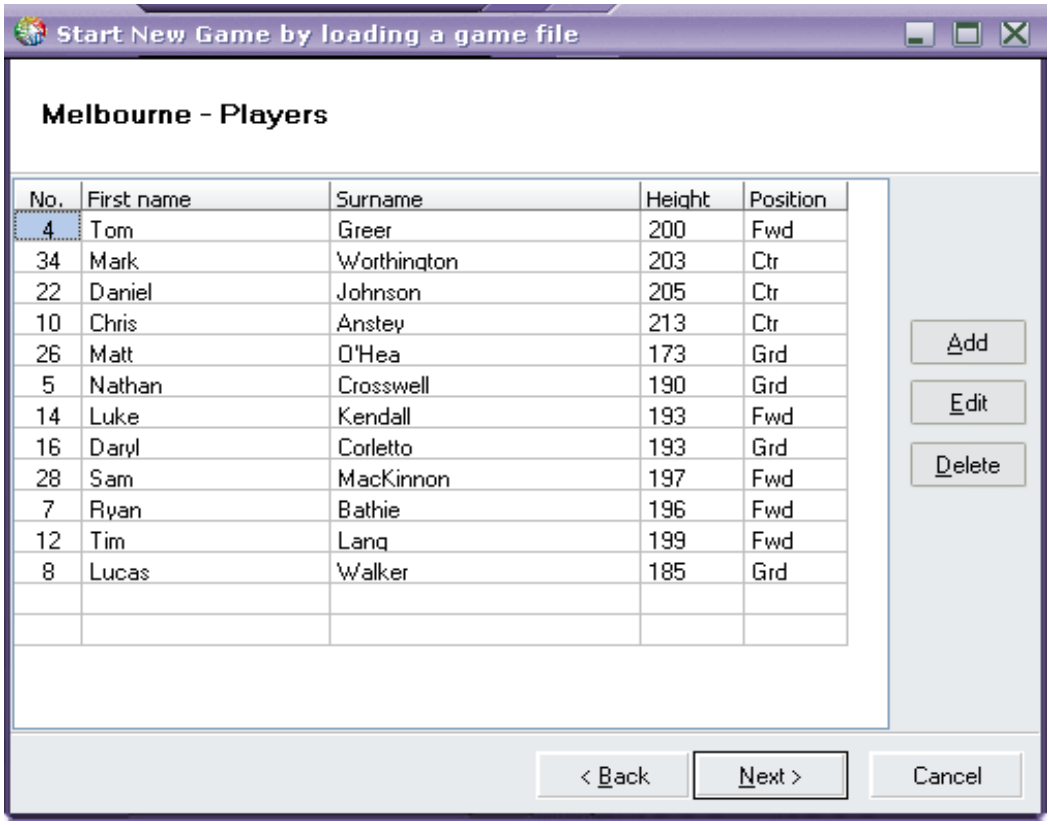

Start New Game by loading a game file
Perth - Players
No. First name Surname Height Position
4 Shawn Redhage 203cm Ctr
5 Damian Martin 192cm Fwd
6 Stephen Weigh 205cm Ctr
8 Drew Williamson 205cm Ctr
9 Paul Rogers 200cm Fwd
10 Brad Robbins 186cm Grd
12 Martin Cattalini 194cm Grd
15 Kevin Lisch 198cm Fwd
22 Jesse Wagstaff 190cm Grd
Add
Edit
Delete
< Back
Next >
Cancel



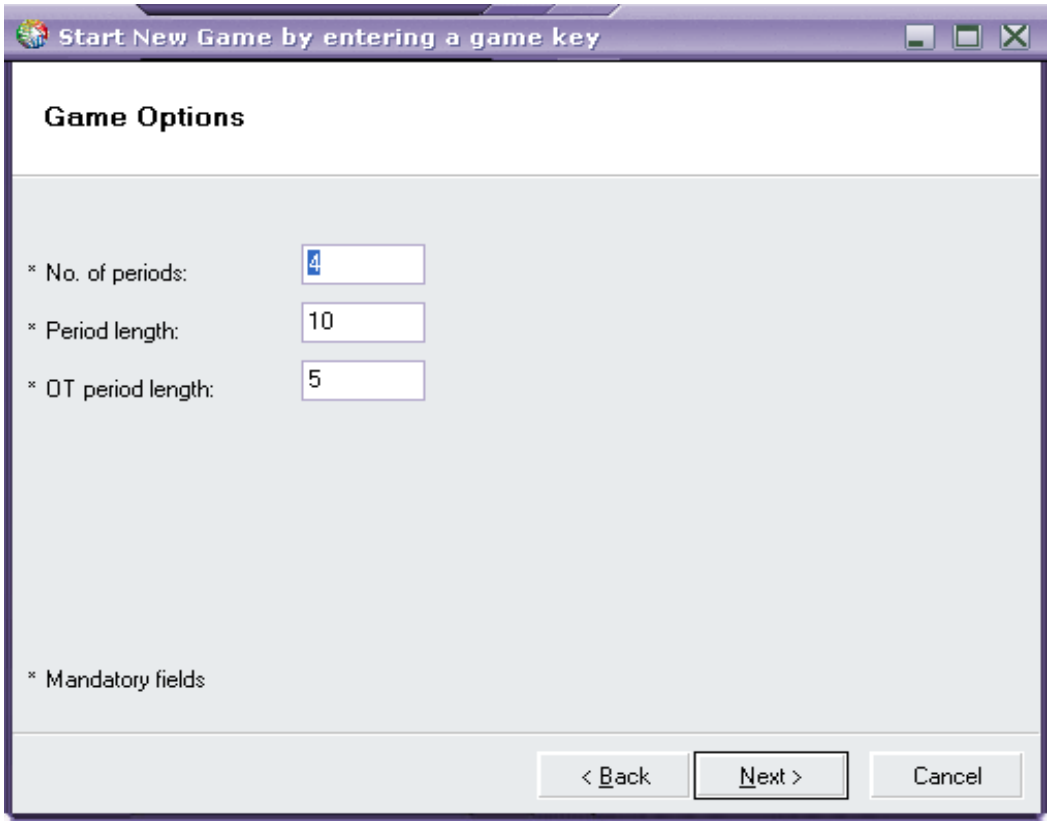
When you are ready to proceed, click **Next >** to move to the **Team 2 (Visitors)** – **Details** form.

Repeat the same process for the away team as per the previous example. Then click **Next >**

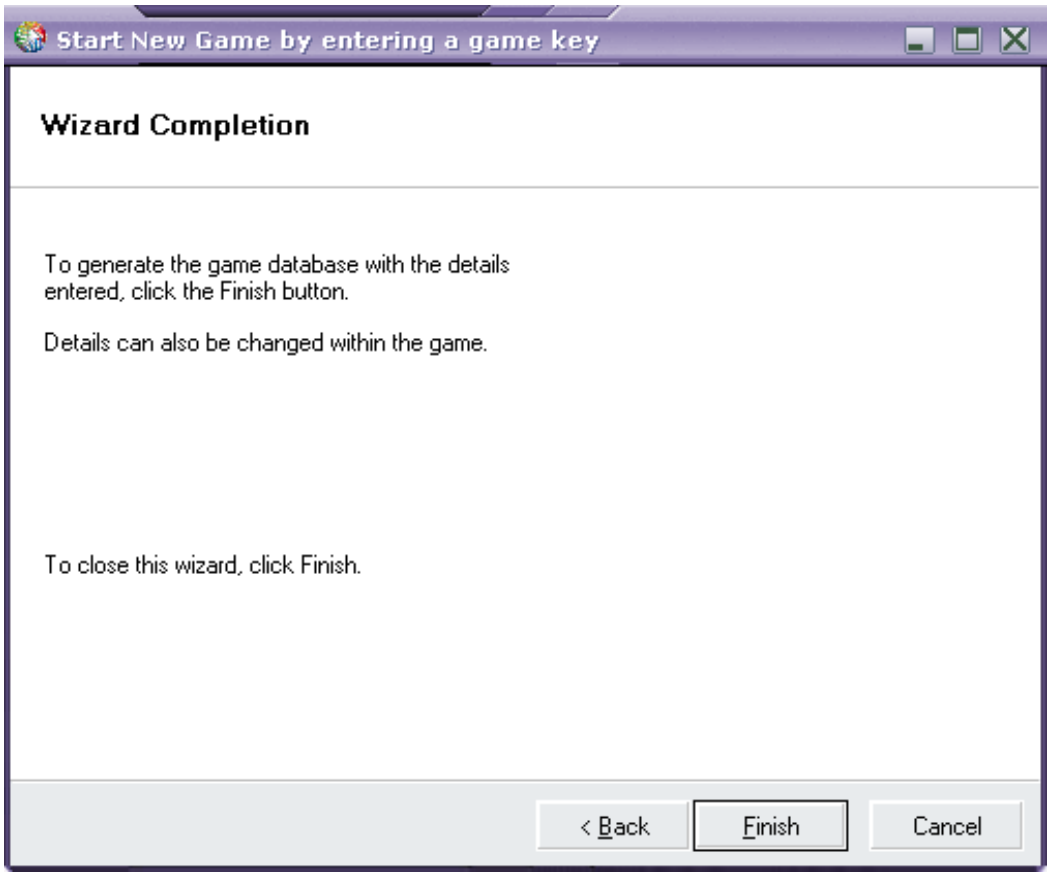



Start New Game by loading a game file
Melbourne - Players
No. First name Surname Height Position
4 Tom Greer 200 Fwd
34 Mark Worthington 203 Ctr
22 Daniel Johnson 205 Ctr
10 Chris Anstey 213 Ctr
26 Matt O'Hea 173 Grd
5 Nathan Crosswell 190 Grd
14 Luke Kendall 193 Fwd
16 Daryl Corletto 193 Grd
28 Sam MacKinnon 197 Fwd
7 Ryan Bathie 196 Fwd
12 Tim Lang 199 Fwd
8 Lucas Walker 185 Grd
Add
Edit
Delete
< Back
Next >
Cancel

Finally, you will be prompted to confirm the pre-determined game options relative to the game file that was uploaded. You should not need to change these. Once ready, click **Next >**



Once you have finished setting-up the teams and the game, click **Finish** to launch the game action screen.


Start New Game by entering a game key
Wizard Completion
To generate the game database with the details entered, click the Finish button.
Details can also be changed within the game.
To close this wizard, click Finish.
< Back
Finish
Cancel

You might now like to skip to page 52 of this manual, titled “start game”

The Game Action Screen

Modifying and Confirming Rosters

You are now presented with the **Game Action Screen**

In this instance there is no information for any players. This is because one of the rosters we entered had more than 12 players - You need to select which players are actually playing in the game from that team.

If both teams comprised less than 12 players, then the players you entered would have appeared on screen. However it is possible that not all of these players are going to participate in the game.

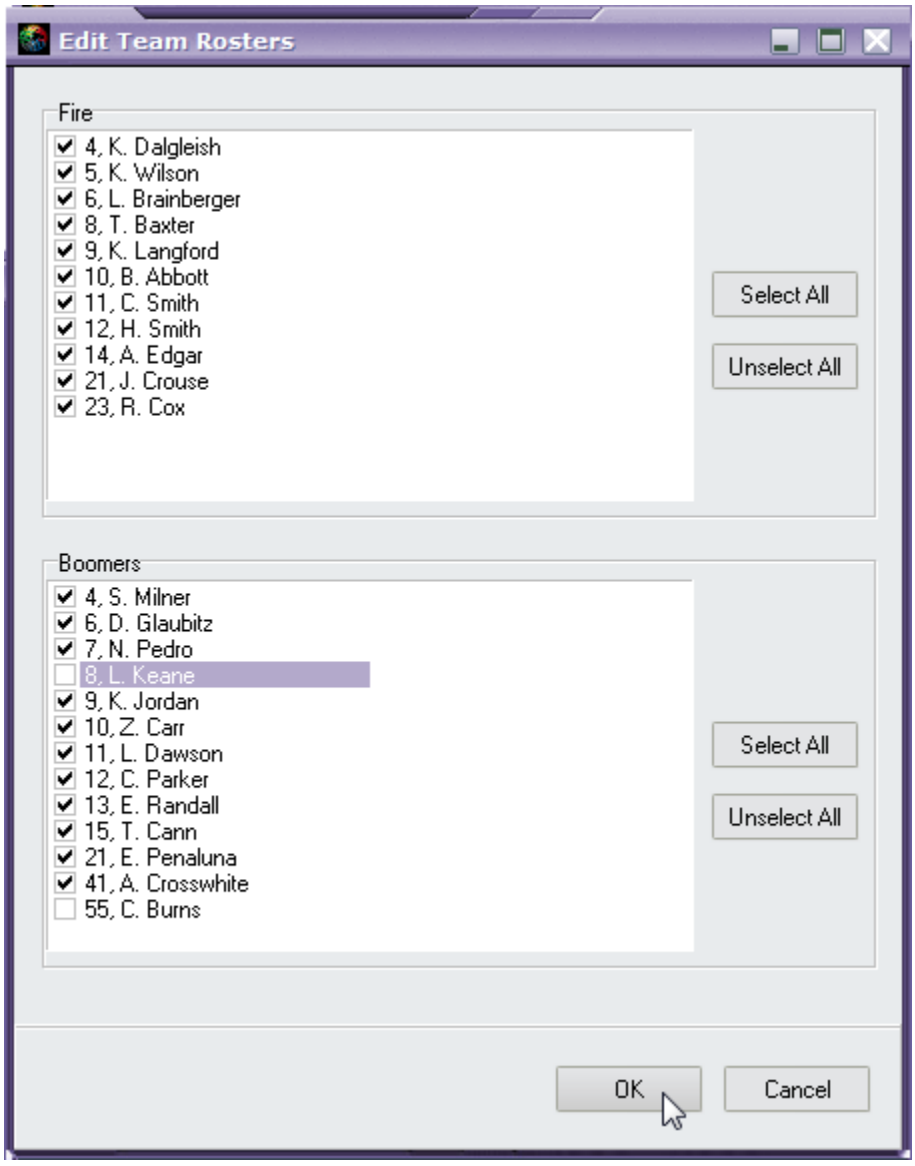
In either instance, you might need to modify the team rosters.

Click on **Edit** then **Roster**.

Select the relevant players from each team that are playing in the game.

You do not need to select all 12, but you do need to select every player on the scoresheet.

Once you have done this click **OK** - Your game is now set-up with both teams ready to start the game.

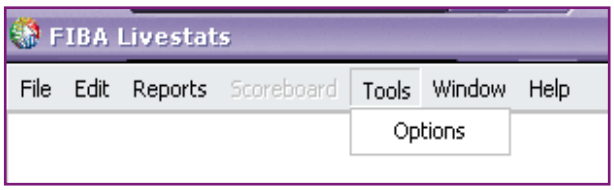


Note: This needs to be correct from the start of the game.

Modifying the Game Configuration

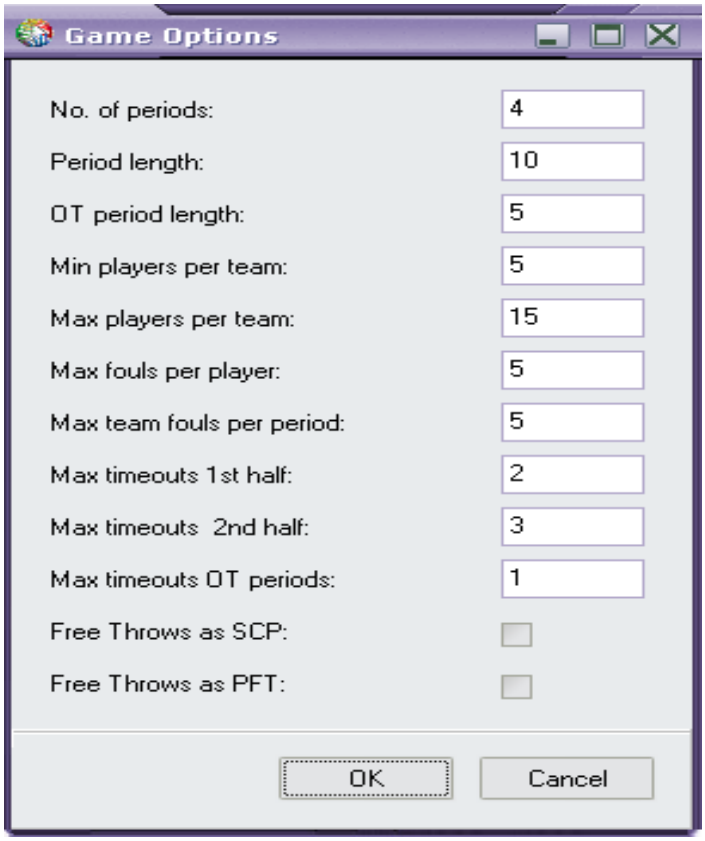
FIBA LiveStats is configured by default to run a standard game according to FIBA rules. You may need to change those settings however. This is simple but **must be done before** you place starters in the game.

Click on **Tools** then **Options**.

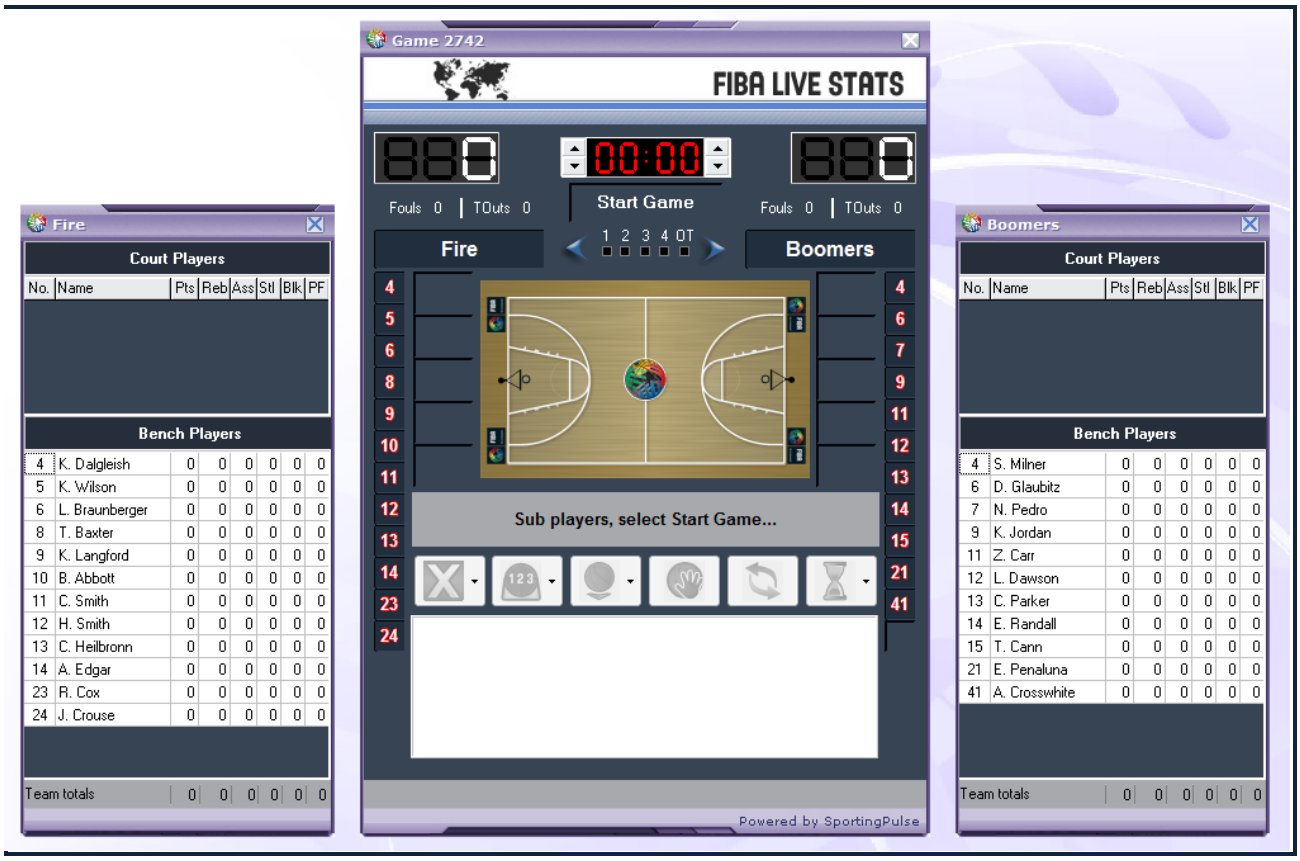


You will be presented with the **Game Options Form**. Modify whatever you wish to and then click **OK**.

You can change up to 10 game type parameters here such as the length of periods (e.g. 10-minute quarters to 12-minute quarters), over-time period length, maximum fouls per player and so on. You can also elect whether to include free throws as second chance points (SCP) or points from a turnover (PFT), or both.



Your game is now ready to commence with players from each team now available to be placed on the court.


Game 2742
FIBA LIVE STATS
00:00
Start Game
Fouls 0 | TOuts 0
Fouls 0 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Sub players, select Start Game...
Powered by SportingPulse
Fire
Court Players
No. Name Pts Reb Ass Stl Blk PF
Bench Players
4 K. Dalgleish 0 0 0 0 0 0
5 K. Wilson 0 0 0 0 0 0
6 L. Braunberger 0 0 0 0 0 0
8 T. Baxter 0 0 0 0 0 0
9 K. Langford 0 0 0 0 0 0
10 B. Abbott 0 0 0 0 0 0
11 C. Smith 0 0 0 0 0 0
12 H. Smith 0 0 0 0 0 0
13 C. Heilbronn 0 0 0 0 0 0
14 A. Edgar 0 0 0 0 0 0
23 R. Cox 0 0 0 0 0 0
24 J. Crouse 0 0 0 0 0 0
Team totals 0 0 0 0 0 0
Boomers
Court Players
No. Name Pts Reb Ass Stl Blk PF
Bench Players
4 S. Milner 0 0 0 0 0 0
6 D. Glaubitz 0 0 0 0 0 0
7 N. Pedro 0 0 0 0 0 0
9 K. Jordan 0 0 0 0 0 0
11 Z. Carr 0 0 0 0 0 0
12 L. Dawson 0 0 0 0 0 0
13 C. Parker 0 0 0 0 0 0
14 E. Randall 0 0 0 0 0 0
15 T. Cann 0 0 0 0 0 0
21 E. Penaluna 0 0 0 0 0 0
41 A. Crosswhite 0 0 0 0 0 0
Team totals 0 0 0 0 0 0

Game Action

The Game Action Screen

This is the game action screen. Please note the following key areas:

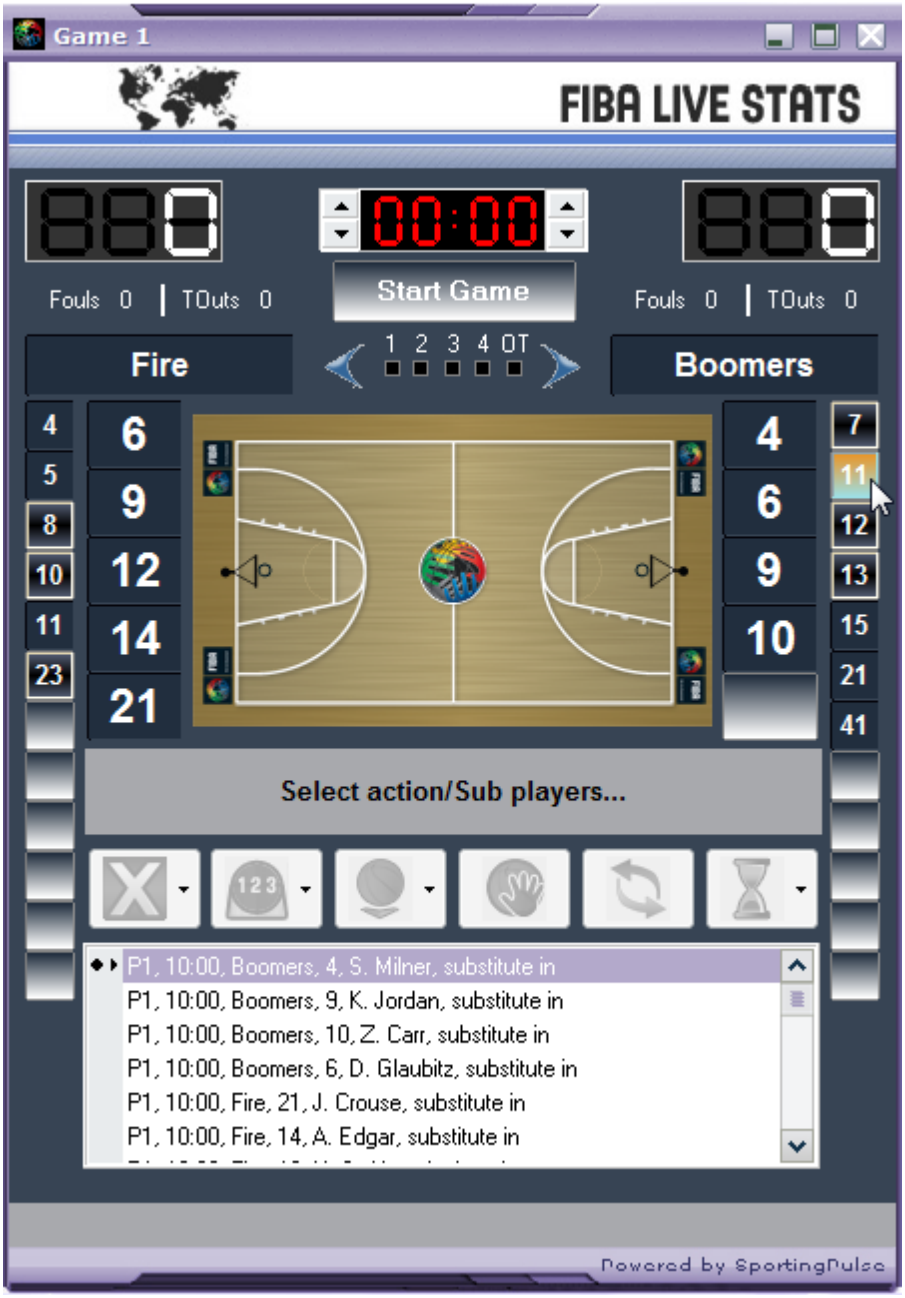
Item No.	Description
1	**Player Summary Tabs:** These will show the five players on **Court**, as well as the Bench players – statistics for these players are updated in real time as the game is played.
2	**Shot Entry Area:** This area is used to initiate most actions in the game, and shows shots being made and missed. If you wish to clear this area, you can right click in the playing area and clear the shot chart at any time (can be useful for the statistician).
3	These are the **Shirt Numbers** for the players on the team. Clicking on a number moves the player from the bench to the starting five.
4	This is where the **Starting Five** or the **Current Five** players on court are shown. Actions can only be attributed to players who are on the court.
5	This is the **Short Name** of the team. This button can be used to enter statistics relevant to the team such as time out or Bench technical foul.
6	These are **Action Buttons** additional to the court area – the six items in order are: **Foul**, **Free Throws**, **Jump Ball Situation**, **Steal**, **Turnover** and **Time Out.**
7	This is the **Actions Log**. Every game action is shown here in the order that they occur. Double clicking on an action allows you to edit that action.
8	This area shows key information about the game in progress. It can be periodically checked against the scoreboard or scoresheet – **Score, Time Outs, Fouls** etc.

To start an actual game, you will need to follow these steps:

Add the starting Five

Do this by clicking on the list of numbers shown at point 3 on the previous page (**see below**).

As you click a player number, FIBA LiveStats adds the player to the five on court. For instance, if you were to click on Player 11 for the Boomers in the example below, they would appear next on court.


Game 1
FIBA LIVE STATS
00:00
Start Game
Fouls 0 | TOuts 0
Fouls 0 | TOuts 0
1 2 3 4 OT
Fire
Boomers
4 5 8 10 11 23
6 9 12 14 21
4 6 9 10
7 11 12 13 15 21 41
Select action/Sub players...
P1, 10:00, Boomers, 4, S. Milner, substitute in
P1, 10:00, Boomers, 9, K. Jordan, substitute in
P1, 10:00, Boomers, 10, Z. Carr, substitute in
P1, 10:00, Boomers, 6, D. Glaubitz, substitute in
P1, 10:00, Fire, 21, J. Crouse, substitute in
P1, 10:00, Fire, 14, A. Edgar, substitute in
Powered by SportingPulse

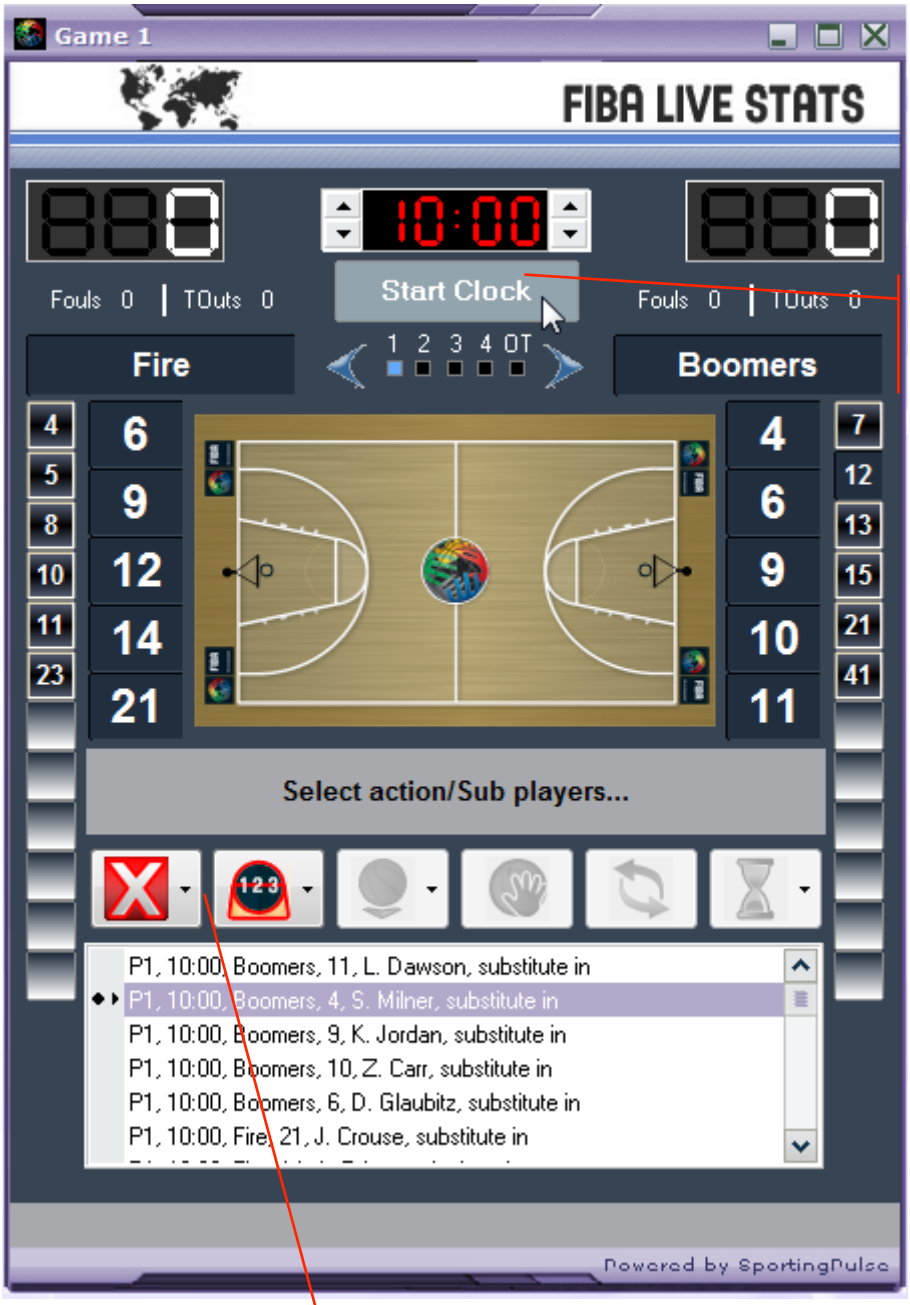
You will also note that this starts to add actions to the **Action List** at the bottom of the screen.

Start Game

Once all ten players have been added, you can click **Start Game** and this button will then change to read **Start Clock** as seen in the example below. The clock is automatically set to provide 10 minutes for the first quarter unless you changed this in the Game Options form shown on Page 47.

At this point the **Foul Button** and **Free Throw Button** are now active.

(**Note:** Once the **Start Game Button** has been clicked the clock is set and the button changes to "**Start Clock**". You cannot reconfigure the **Game Options** for the game following this. It is very important therefore that you have configured all options correctly prior to this point)

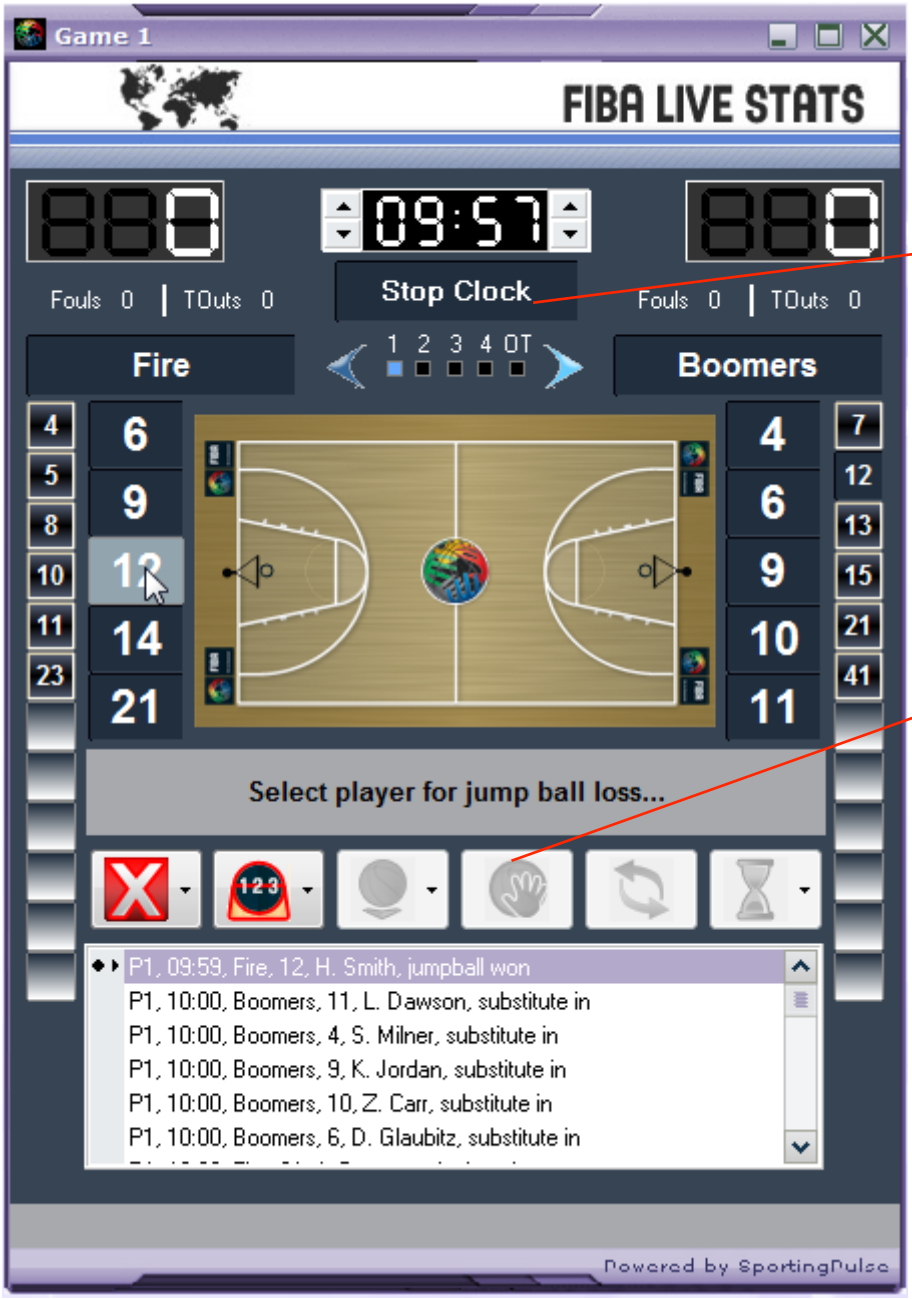

Game 1
FIBA LIVE STATS
10:00
Fouls 0 | TOuts 0
Start Clock
Fouls 0 | TOuts 0
1 2 3 4 OT
Fire
Boomers
4 5 8 10 11 23
6 9 12 14 21
4 6 9 10 11
7 12 13 15 21 41
Select action/Sub players...
P1, 10:00, Boomers, 11, L. Dawson, substitute in
P1, 10:00, Boomers, 4, S. Milner, substitute in
P1, 10:00, Boomers, 9, K. Jordan, substitute in
P1, 10:00, Boomers, 10, Z. Carr, substitute in
P1, 10:00, Boomers, 6, D. Glaubitz, substitute in
P1, 10:00, Fire, 21, J. Crouse, substitute in
Powered by SportingPulse

When you click the "Start Game" button it becomes "Start Clock"

Foul and Free Thrown Buttons are available for selection once you click "Start Game"

Start Clock

Clicking on the **Start Clock** changes the clock colour and prompts you to select the player who won the jump ball. The game is now underway.


Game 1
FIBA LIVE STATS
09:57
Fouls 0 | TOuts 0
Stop Clock
Fouls 0 | TOuts 0
1 2 3 4 OT
Fire
Boomers
Select player for jump ball loss...
P1, 09:59, Fire, 12, H. Smith, jumpball won
P1, 10:00, Boomers, 11, L. Dawson, substitute in
P1, 10:00, Boomers, 4, S. Milner, substitute in
P1, 10:00, Boomers, 9, K. Jordan, substitute in
P1, 10:00, Boomers, 10, Z. Carr, substitute in
P1, 10:00, Boomers, 6, D. Glaubitz, substitute in
Powered by SportingPulse

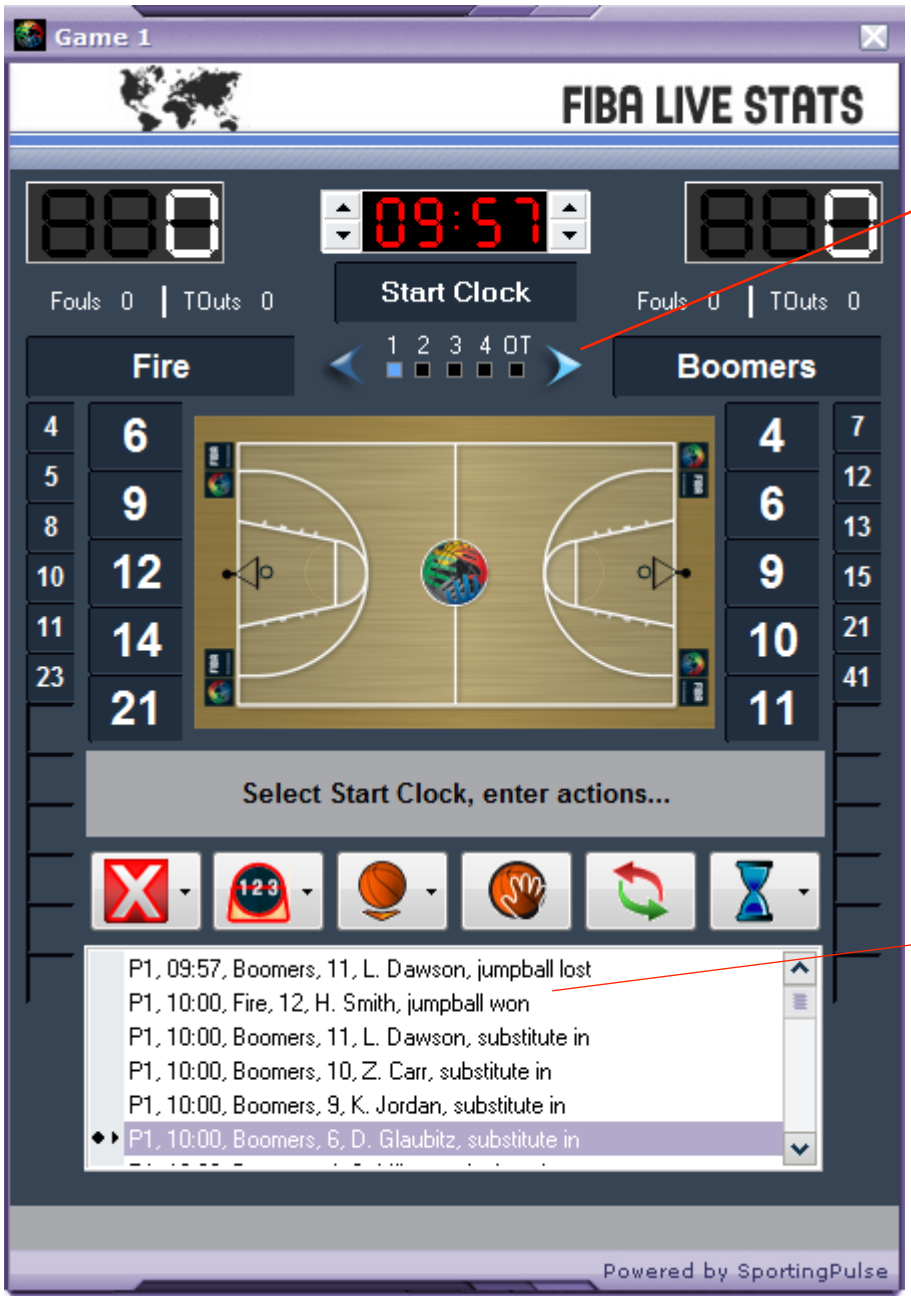
Clock changes to White Colour when active.

Game Action prompts now appear – most actions in FIBA LiveStats are driven through the prompt bar.

Note: During the game you can stop and start the clock using the **space bar** – this is much more efficient than attempting to click on the start and stop clock button.

You can always see what action you have entered by virtue of the **Action Log**.

In this example we have now entered who won and lost the jump ball for the respective teams.


Game 1
FIBA LIVE STATS
09:57
Start Clock
Fouls 0 | TOuts 0
Fouls 0 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Select Start Clock, enter actions...
P1, 09:57, Boomers, 11, L. Dawson, jumpball lost
P1, 10:00, Fire, 12, H. Smith, jumpball won
P1, 10:00, Boomers, 11, L. Dawson, substitute in
P1, 10:00, Boomers, 10, Z. Carr, substitute in
P1, 10:00, Boomers, 9, K. Jordan, substitute in
P1, 10:00, Boomers, 6, D. Glaubitz, substitute in
Powered by SportingPulse

Possession indicator now updated to Boomers as Fire lost jump ball.

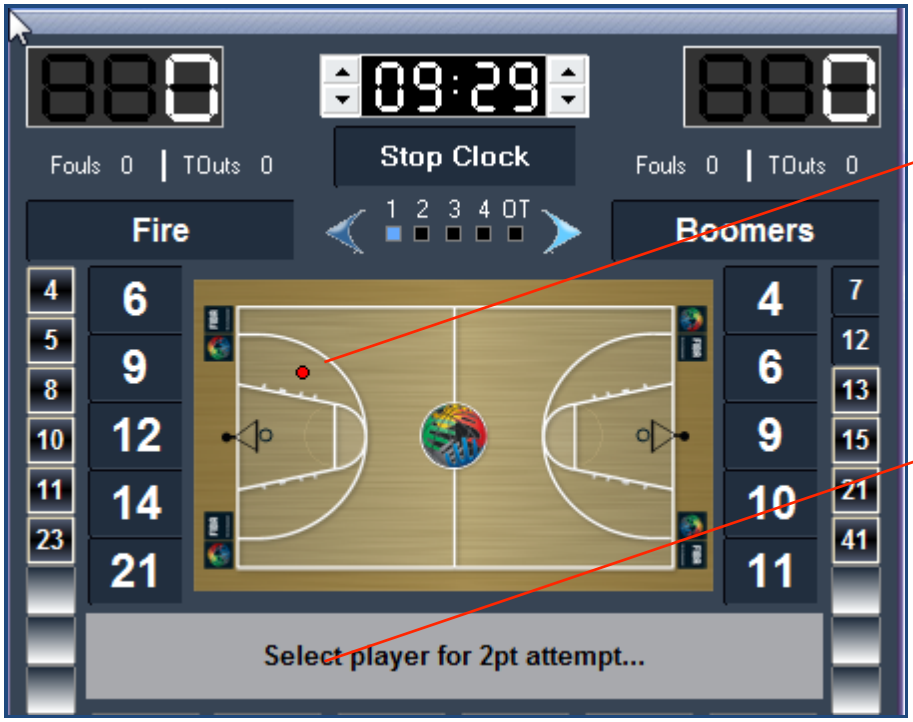
Fire Player 12 won the jump ball while Boomers Player 11 lost the jump ball.

Game Concepts

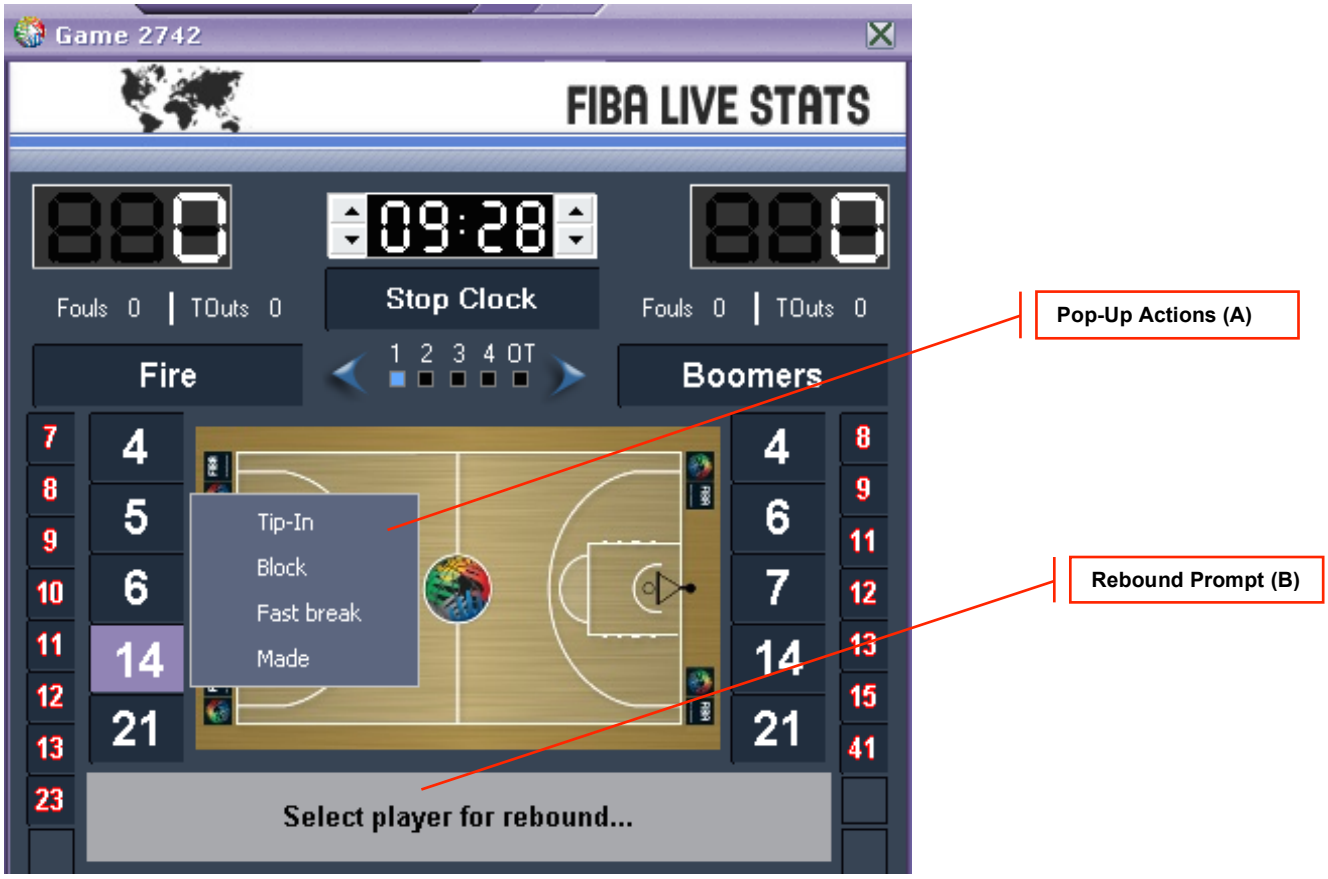
FIBA LiveStats was developed around the need for Scouts/Statisticians to enter match information and match events quickly, and to assist them in completing this task as accurately as possible. The idea is that a Statistician scouts the game in progress using LiveStats with a “Caller” alongside them.

The Statistician will move their mouse cursor from left to right as the ball moves up and down the court. If a player attempts a shot and the opposition player earns a defensive rebound, the shot is entered on one end of the court and the cursor is then moved to the other end to choose a defensive player for the rebound.

Most game actions are generated by a shot attempt from a player. In this example, a shot (A) has been attempted by the player and the Statistician has clicked to indicate where the shot was taken from. Note the prompt at the bottom of the screen asking the Statistician to select the player for the 2pt attempt (B).



The Statistician has selected the player (Fire - 14) and four options appear: Tip-In, Block, Fast Break and Made (A). Note that in the prompt area the Statistician is also being asked to select a player for rebound (B).



The Statistician therefore has four available options to select from the Pop-Up prompt:

- "**Made**" will record a MADE shot and prompt for an assist (not compulsory).
- "**Block**" will prompt for the player who blocked the ball and then for a rebound.
- "**Tip-In"** will prompt for the player who attempted a Tip-In.
- "**Fast break**" will record a MADE shot and mark the shot as made off a Fast Break situation.

If the player attempting the shot is inside "The Paint", an additional three options will be displayed:

- "**Dunk**" will record a MADE shot and prompt for an assist (not compulsory).
- "**Lay-Up**" will record a MADE shot and prompt for an assist (not compulsory).
- "**Alley-Oop**" will record a MADE shot and prompt for an assist (not compulsory).

Selecting none of these options and simply clicking on any of the ten players available on the court will either award an offensive or defensive rebound depending on the player selected. Clicking on a team name will award the rebound to the team in an instance where the Caller is unsure. These options can also be ignored if for example the ball went out of court and the statistician did not wish to award anyone with a rebound.

Non-Shot Actions

Some actions do not begin in the court area. Some of the actions are initiated using Action Buttons.

Button	Actions
	Foul Button Clicking the foul button stops the clock automatically and prompts for a foul type. Five foul types are currently available for selection – Personal, Technical, Offensive, Unsportsmanlike and Disqualifying. The Statistician must select a foul type and then a player number.
	Free Throws Clicking this will prompt for 1, 2 or 3 free throws and for the player taking them. A box will then appear in the court area where made or missed free throws can be entered, depending on how many have been selected. (Subs can be made while the free throw box is highlighted)
	Jump Ball Situation This button will allow the Statistician to record a jump ball situation and then enter appropriate actions that follow. For example following a contested possession a steal or turnover may be awarded.
	Steal This button will prompt for a steal to be awarded to a player and will always follow this prompt with a turnover as it is impossible to have a steal without a turnover.
	Turnover This button will prompt you to select a player for a turnover. Clicking on the player will then prompt for a turnover type.
	TimeOut This will prompt for a type of timeout (Full, Short, Officials or Commercial). If for a Full **Time Out**, it will prompt for a **Team** to allocate the **Time Out** to.

Editing

FIBA LiveStats provides comprehensive editing capacity.

There are two ways of editing in FIBA LiveStats – an **Action** Edit or a **Full** Edit.

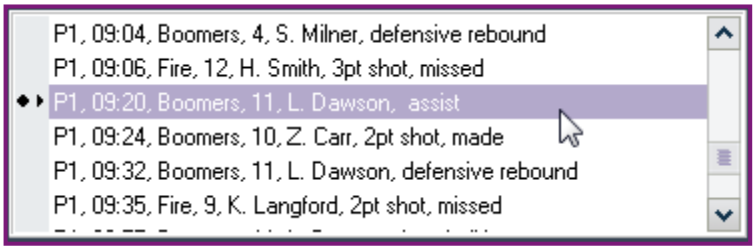
Action Edit

Action edit allows you to make simple changes to recent match actions while the game is being played.

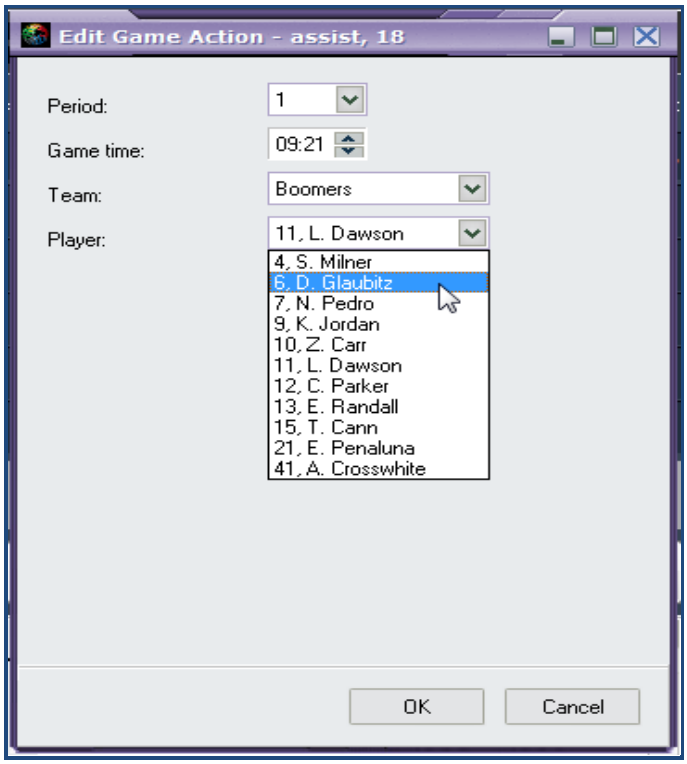
It is not a comprehensive edit as you cannot change the period of a match action, or add a new match action, or delete a match action. Instead, it allows you to modify simple mistakes that have been made by the Statistician like having awarded a foul to the wrong player or correcting a turnover.

By double clicking any action in the Action List at the bottom of the screen the Statistician can edit that action. In this example we are assuming that the wrong player was awarded the assist.

Double Click on the match action in the Action List.


P1, 09:04, Boomers, 4, S. Milner, defensive rebound
P1, 09:06, Fire, 12, H. Smith, 3pt shot, missed
P1, 09:20, Boomers, 11, L. Dawson, assist
P1, 09:24, Boomers, 10, Z. Carr, 2pt shot, made
P1, 09:32, Boomers, 11, L. Dawson, defensive rebound
P1, 09:35, Fire, 9, K. Langford, 2pt shot, missed

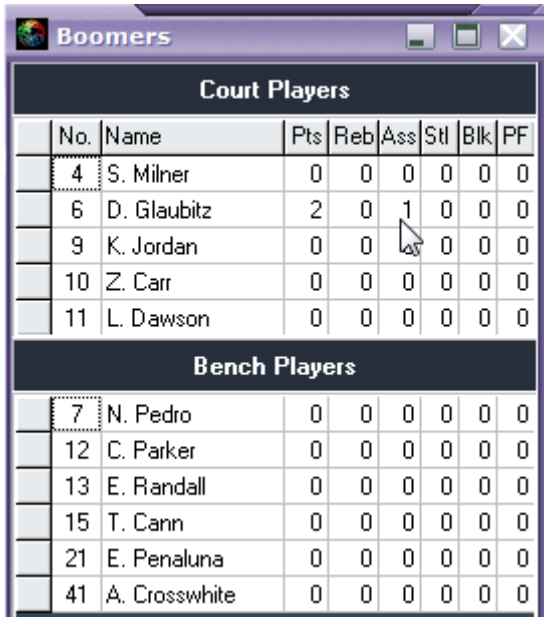
Now use the **drop down list** to change this assist so it is awarded to **No. 6** for Bulleen.



Click **OK** and you can see that the action list now shows the assist as being credited to No. 6

P1, 09:04, Boomers, 4, S. Milner, defensive rebound
P1, 09:06, Fire, 12, H. Smith, 3pt shot, missed
P1, 09:20, Boomers, 6, D. Glaubitz, assist
P1, 09:24, Boomers, 10, Z. Carr, 2pt shot, made
P1, 09:32, Boomers, 11, L. Dawson, defensive rebound
P1, 09:35, Fire, 9, K. Langford, 2pt shot, missed
Powered by SportingPul

Likewise, the **Player Summary Tab** shows that No. 6 has an assist while No. 11 does not.

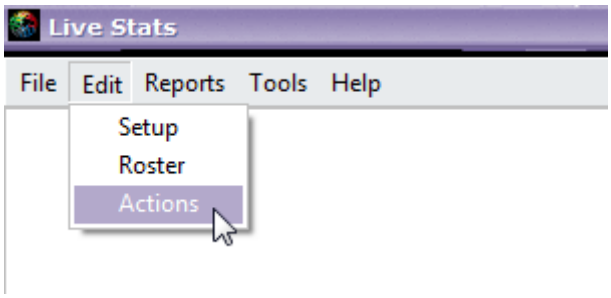

Boomers
Court Players
No. Name Pts Reb Ass Stl Blk PF
4 S. Milner 0 0 0 0 0 0
6 D. Glaubitz 2 0 1 0 0 0
9 K. Jordan 0 0 0 0 0 0
10 Z. Carr 0 0 0 0 0 0
11 L. Dawson 0 0 0 0 0 0
Bench Players
7 N. Pedro 0 0 0 0 0 0
12 C. Parker 0 0 0 0 0 0
13 E. Randall 0 0 0 0 0 0
15 T. Cann 0 0 0 0 0 0
21 E. Penaluna 0 0 0 0 0 0
41 A. Crosswhite 0 0 0 0 0 0

Full Edit

Full Edit has much more capability than the Action Edit. The Full Edit function allows you to make major changes to a match action, insert a new match action or modify a series of match actions that have occurred

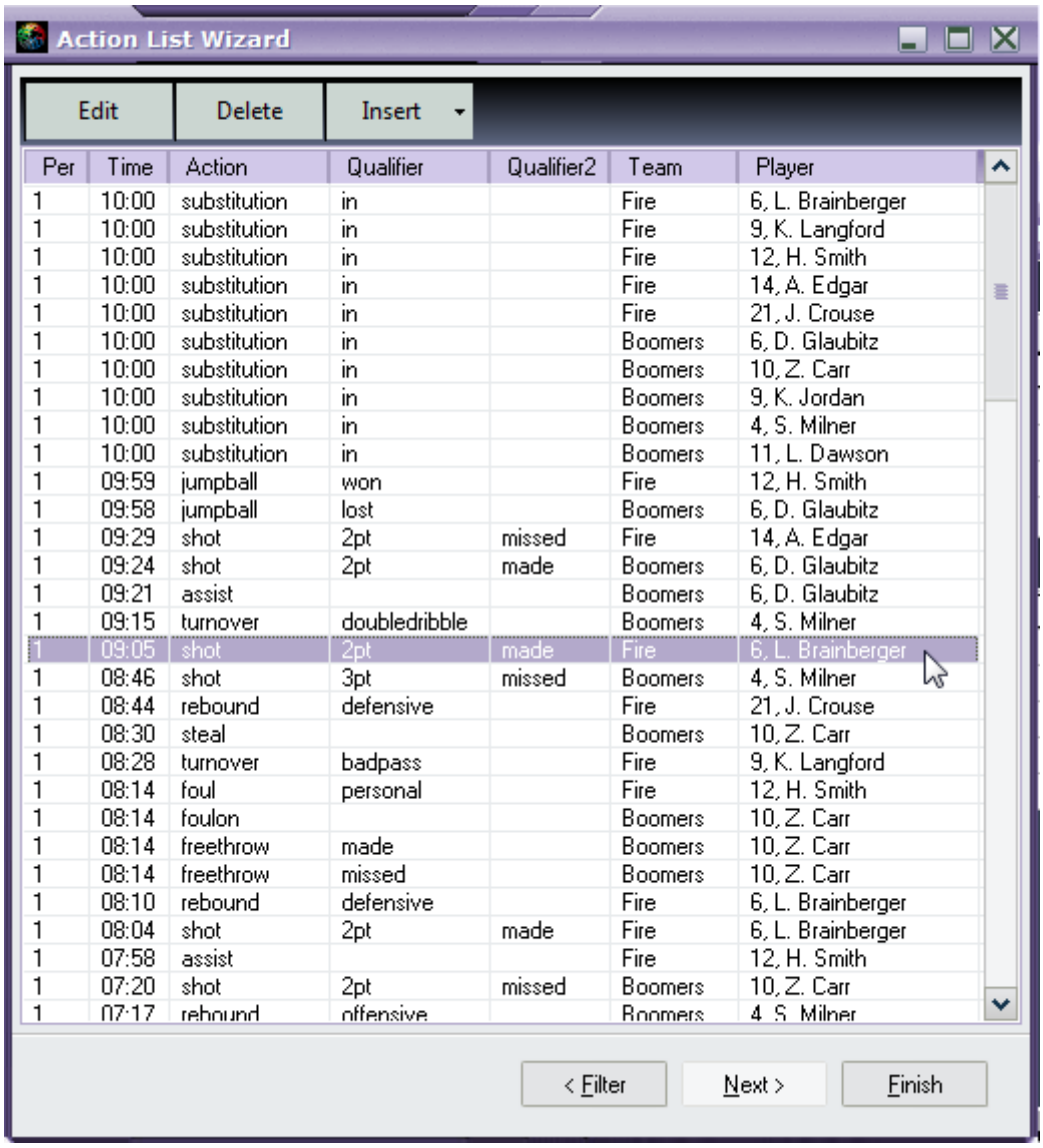
The Full Edit function is accessed from the menu bar at the top of the screen.

Click on **Edit** then **Actions.**

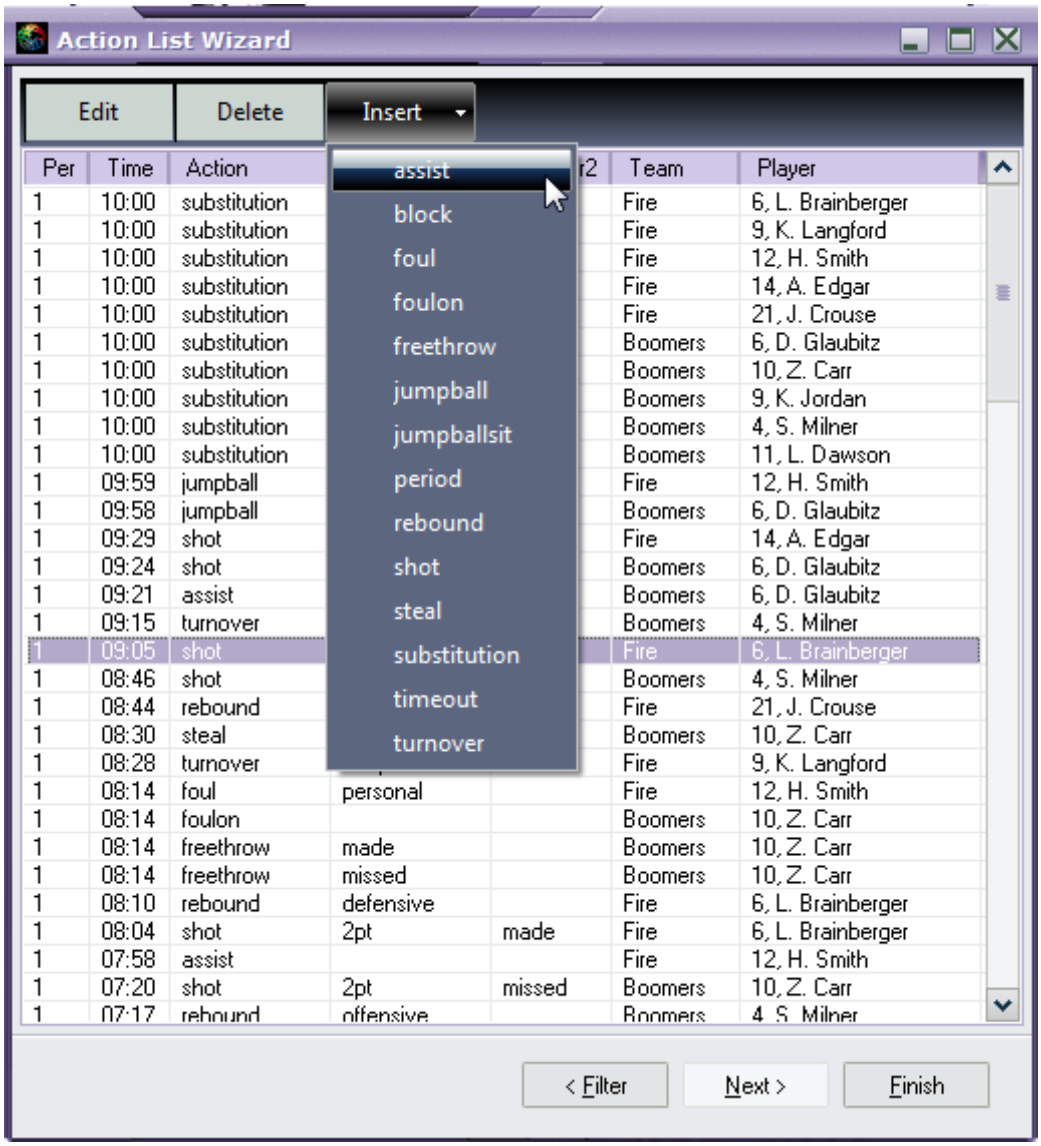


You will now be presented with an on screen form that typically looks like this.

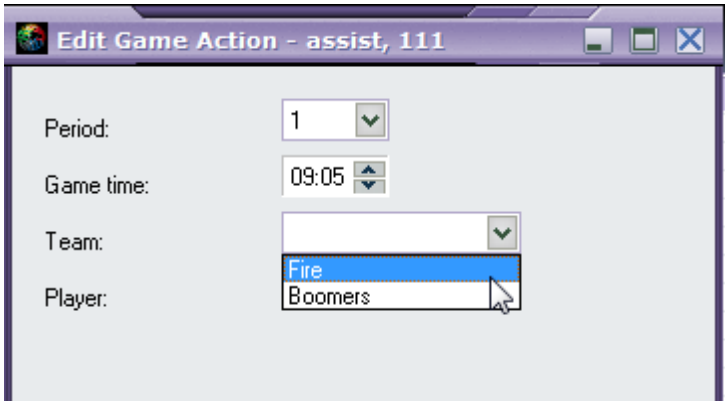
At this stage you can edit an action by selecting it and clicking **Edit** or delete an action by selecting it and clicking **Delete.** You can also **Insert** a new action at this point.


Action List Wizard
Edit
Delete
Insert
Per Time Action Qualifier Qualifier2 Team Player
1 10:00 substitution in Fire 6, L. Brainberger
1 10:00 substitution in Fire 9, K. Langford
1 10:00 substitution in Fire 12, H. Smith
1 10:00 substitution in Fire 14, A. Edgar
1 10:00 substitution in Fire 21, J. Crouse
1 10:00 substitution in Boomers 6, D. Glaubitz
1 10:00 substitution in Boomers 10, Z. Carr
1 10:00 substitution in Boomers 9, K. Jordan
1 10:00 substitution in Boomers 4, S. Milner
1 10:00 substitution in Boomers 11, L. Dawson
1 09:59 jumpball won Fire 12, H. Smith
1 09:58 jumpball lost Boomers 6, D. Glaubitz
1 09:29 shot 2pt missed Fire 14, A. Edgar
1 09:24 shot 2pt made Boomers 6, D. Glaubitz
1 09:21 assist Boomers 6, D. Glaubitz
1 09:15 turnover doubledribble Boomers 4, S. Milner
1 09:05 shot 2pt made Fire 6, L. Brainberger
1 08:46 shot 3pt missed Boomers 4, S. Milner
1 08:44 rebound defensive Fire 21, J. Crouse
1 08:30 steal Boomers 10, Z. Carr
1 08:28 turnover badpass Fire 9, K. Langford
1 08:14 foul personal Fire 12, H. Smith
1 08:14 foulon Boomers 10, Z. Carr
1 08:14 freethrow made Boomers 10, Z. Carr
1 08:14 freethrow missed Boomers 10, Z. Carr
1 08:10 rebound defensive Fire 6, L. Brainberger
1 08:04 shot 2pt made Fire 6, L. Brainberger
1 07:58 assist Fire 12, H. Smith
1 07:20 shot 2pt missed Boomers 10, Z. Carr
1 07:17 rebound offensive Boomers 4, S. Milner
< Filter
Next >
Finish

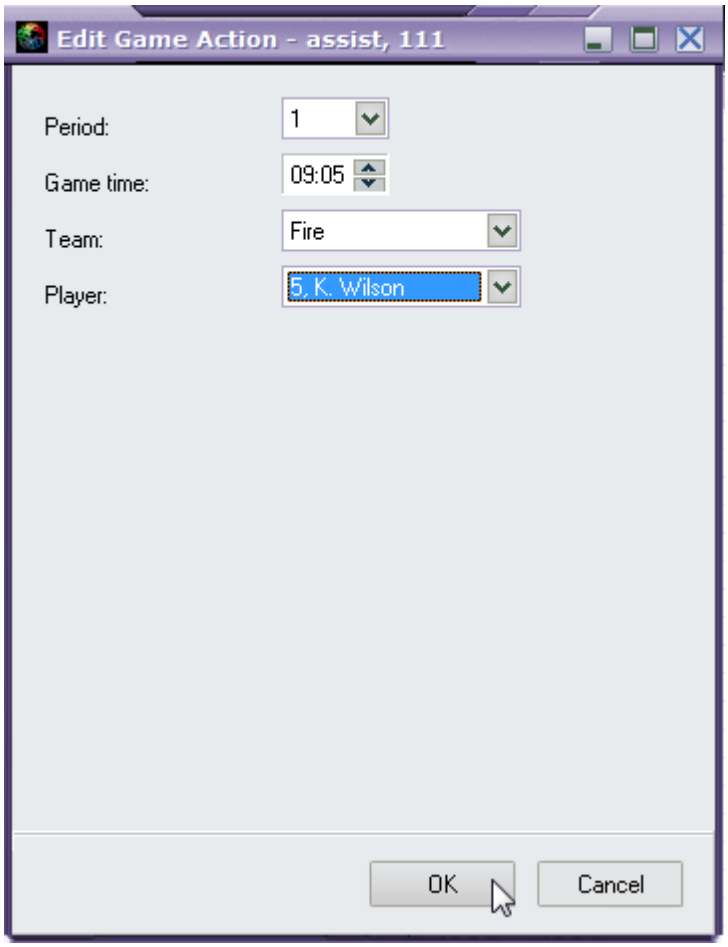
In the following example, if you had missed an assist during the game then you would click in the actions list at the same point in the game where the assist was not added and click **insert > assist**.


Action List Wizard
Edit
Delete
Insert
assist
block
foul
foulon
freethrow
jumpball
jumpballsit
period
rebound
shot
steal
substitution
timeout
turnover
Per Time Action Team Player
1 10:00 substitution Fire 6, L. Brainberger
1 10:00 substitution Fire 9, K. Langford
1 10:00 substitution Fire 12, H. Smith
1 10:00 substitution Fire 14, A. Edgar
1 10:00 substitution Fire 21, J. Crouse
1 10:00 substitution Boomers 6, D. Glaubitz
1 10:00 substitution Boomers 10, Z. Carr
1 10:00 substitution Boomers 9, K. Jordan
1 10:00 substitution Boomers 4, S. Milner
1 10:00 substitution Boomers 11, L. Dawson
1 09:59 jumpball Fire 12, H. Smith
1 09:58 jumpball Boomers 6, D. Glaubitz
1 09:29 shot Fire 14, A. Edgar
1 09:24 shot Boomers 6, D. Glaubitz
1 09:21 assist Boomers 6, D. Glaubitz
1 09:15 turnover Boomers 4, S. Milner
1 09:05 shot Fire 6, L. Brainberger
1 08:46 shot Boomers 4, S. Milner
1 08:44 rebound Fire 21, J. Crouse
1 08:30 steal Boomers 10, Z. Carr
1 08:28 turnover Fire 9, K. Langford
1 08:14 foul personal Fire 12, H. Smith
1 08:14 foulon Boomers 10, Z. Carr
1 08:14 freethrow made Boomers 10, Z. Carr
1 08:14 freethrow missed Boomers 10, Z. Carr
1 08:10 rebound defensive Fire 6, L. Brainberger
1 08:04 shot 2pt made Fire 6, L. Brainberger
1 07:58 assist Fire 12, H. Smith
1 07:20 shot 2pt missed Boomers 10, Z. Carr
< Filter
Next >
Finish

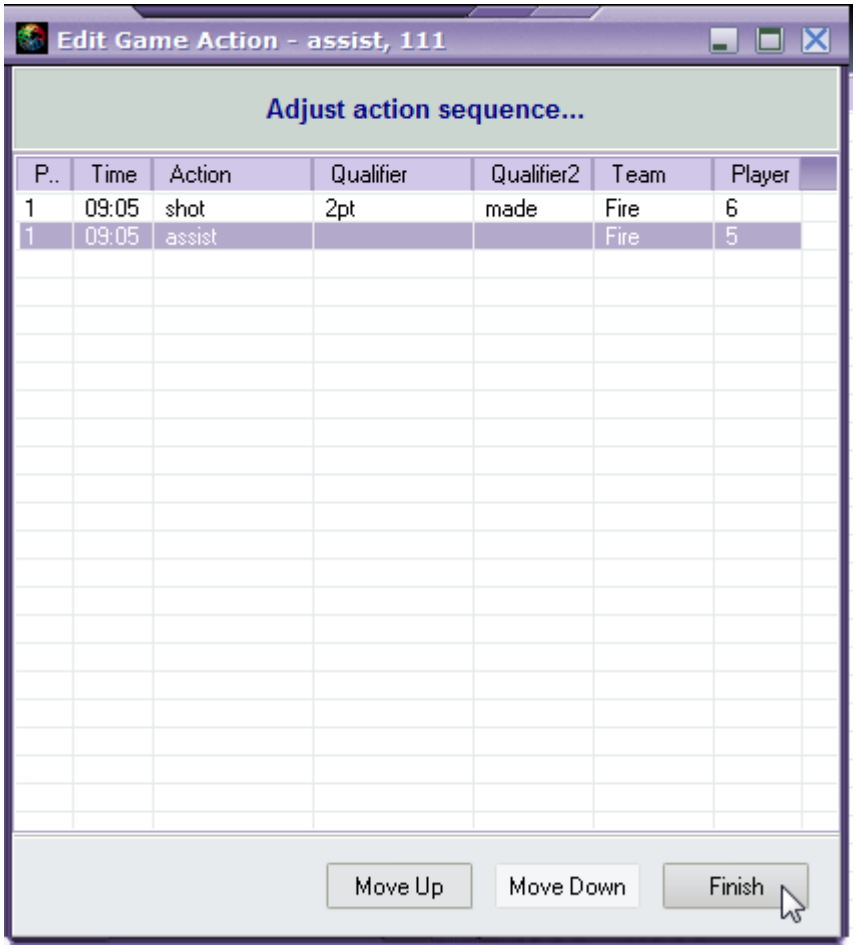
The period and time are automatically taken from the action where the shot was made because we selected that first. We can now select the correct the **Team** by selecting it from the **Team Drop Down**.



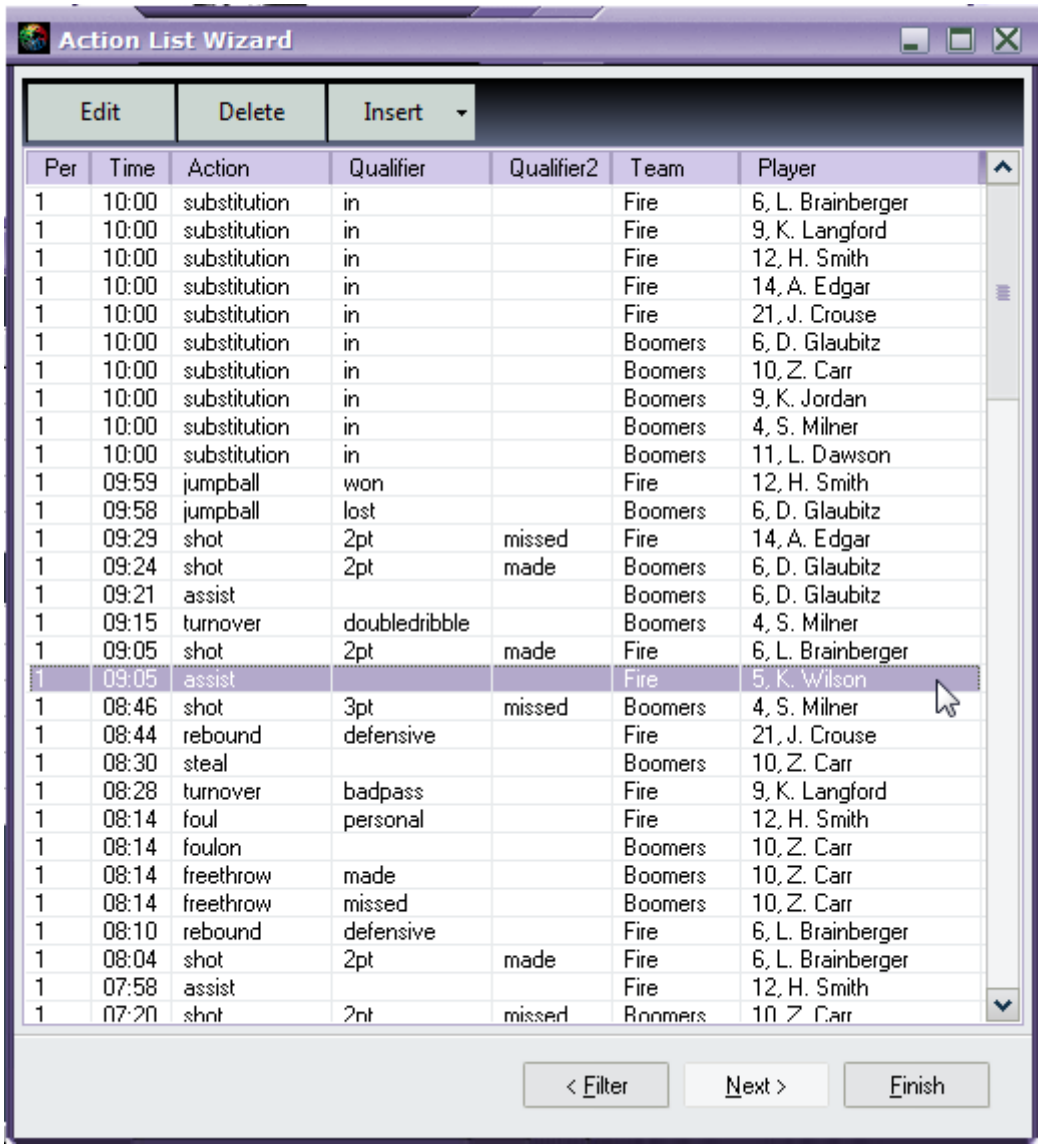
Then we can select the correct **Player** from the **Player Drop Down** and click **OK**.



FIBA LiveStats now prompts you to re-order the statistics. In the case of an assist, it is appropriate for the assist to be shown after the field goal was made on the **Action List**. You can now click **Finish**.

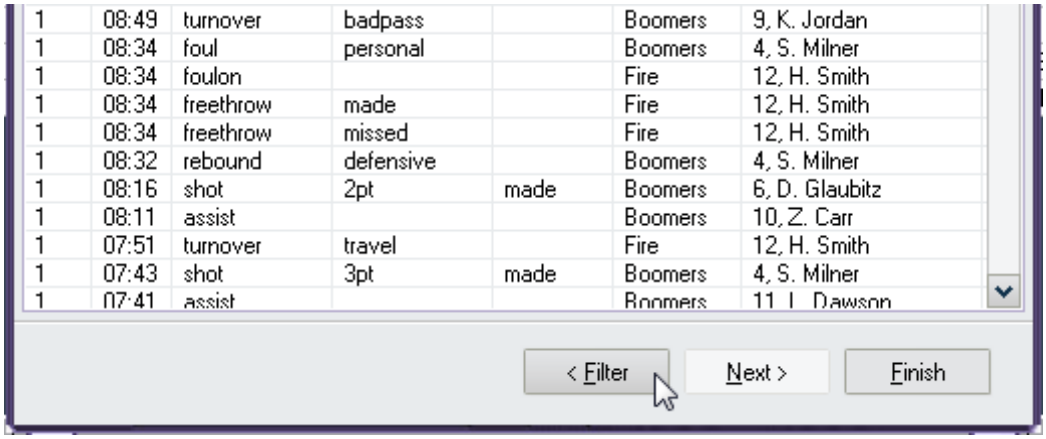


The newly inserted action now appears in the list of **Actions**.


Action List Wizard
Edit
Delete
Insert
Per Time Action Qualifier Qualifier2 Team Player
1 10:00 substitution in Fire 6, L. Brainberger
1 10:00 substitution in Fire 9, K. Langford
1 10:00 substitution in Fire 12, H. Smith
1 10:00 substitution in Fire 14, A. Edgar
1 10:00 substitution in Fire 21, J. Crouse
1 10:00 substitution in Boomers 6, D. Glaubitz
1 10:00 substitution in Boomers 10, Z. Carr
1 10:00 substitution in Boomers 9, K. Jordan
1 10:00 substitution in Boomers 4, S. Milner
1 10:00 substitution in Boomers 11, L. Dawson
1 09:59 jumpball won Fire 12, H. Smith
1 09:58 jumpball lost Boomers 6, D. Glaubitz
1 09:29 shot 2pt missed Fire 14, A. Edgar
1 09:24 shot 2pt made Boomers 6, D. Glaubitz
1 09:21 assist Boomers 6, D. Glaubitz
1 09:15 turnover doubledribble Boomers 4, S. Milner
1 09:05 shot 2pt made Fire 6, L. Brainberger
1 09:05 assist Fire 5, K. Wilson
1 08:46 shot 3pt missed Boomers 4, S. Milner
1 08:44 rebound defensive Fire 21, J. Crouse
1 08:30 steal Boomers 10, Z. Carr
1 08:28 turnover badpass Fire 9, K. Langford
1 08:14 foul personal Fire 12, H. Smith
1 08:14 foulon Boomers 10, Z. Carr
1 08:14 freethrow made Boomers 10, Z. Carr
1 08:14 freethrow missed Boomers 10, Z. Carr
1 08:10 rebound defensive Fire 6, L. Brainberger
1 08:04 shot 2pt made Fire 6, L. Brainberger
1 07:58 assist Fire 12, H. Smith
< Filter
Next >
Finish

Importantly, you can filter these actions in a simple way to help you edit the **Action List**.

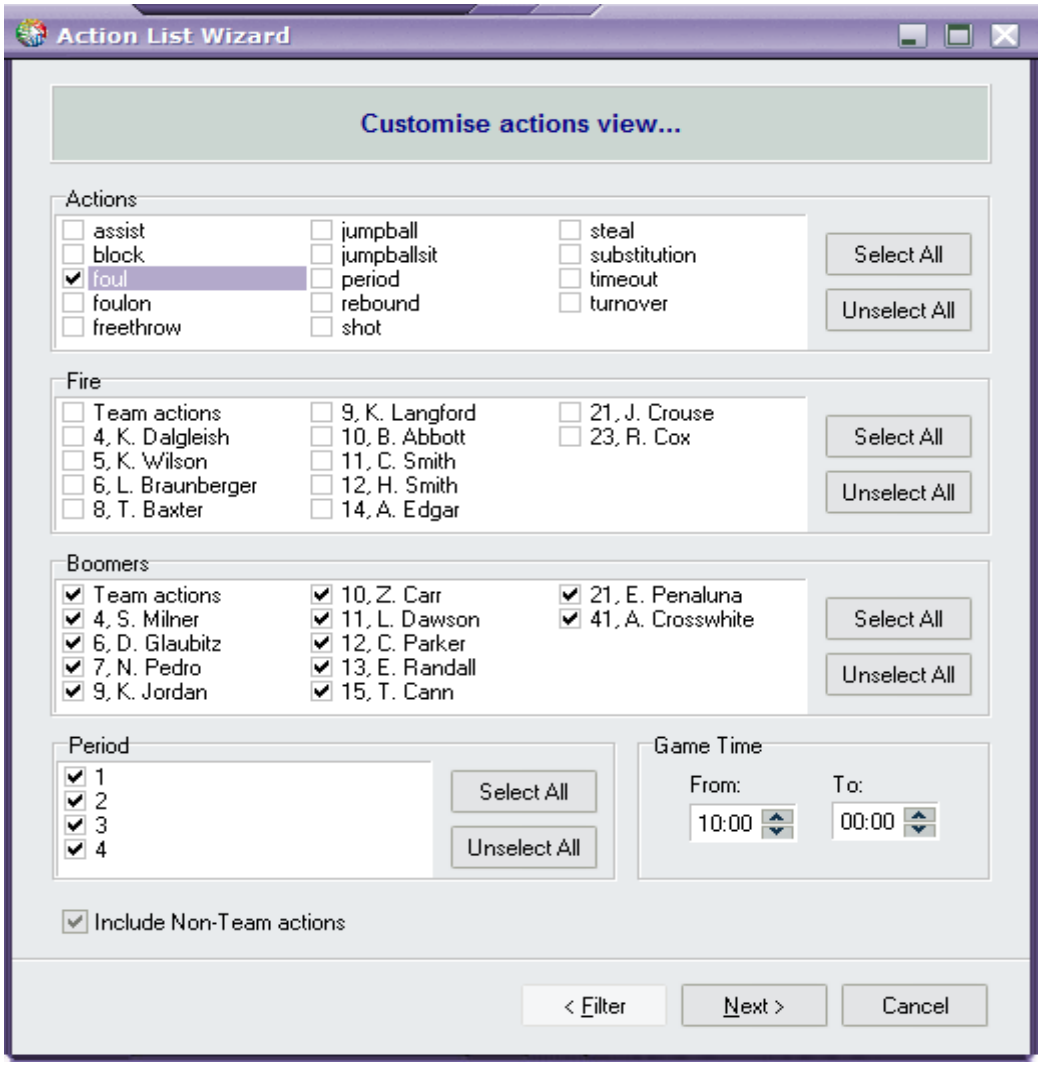
Click **< Filter** at the bottom of the form.


1 08:49 turnover badpass Boomers 9, K. Jordan
1 08:34 foul personal Boomers 4, S. Milner
1 08:34 foulon Fire 12, H. Smith
1 08:34 freethrow made Fire 12, H. Smith
1 08:34 freethrow missed Fire 12, H. Smith
1 08:32 rebound defensive Boomers 4, S. Milner
1 08:16 shot 2pt made Boomers 6, D. Glaubitz
1 08:11 assist Boomers 10, Z. Carr
1 07:51 turnover travel Fire 12, H. Smith
1 07:43 shot 3pt made Boomers 4, S. Milner
< Filter
Next >
Finish

It then presents you with the following form, which we have already filled out.

In this example we are editing fouls committed by the Boomers team. Take note of how we have customised the actions view by selecting only fouls and only the Boomers players.

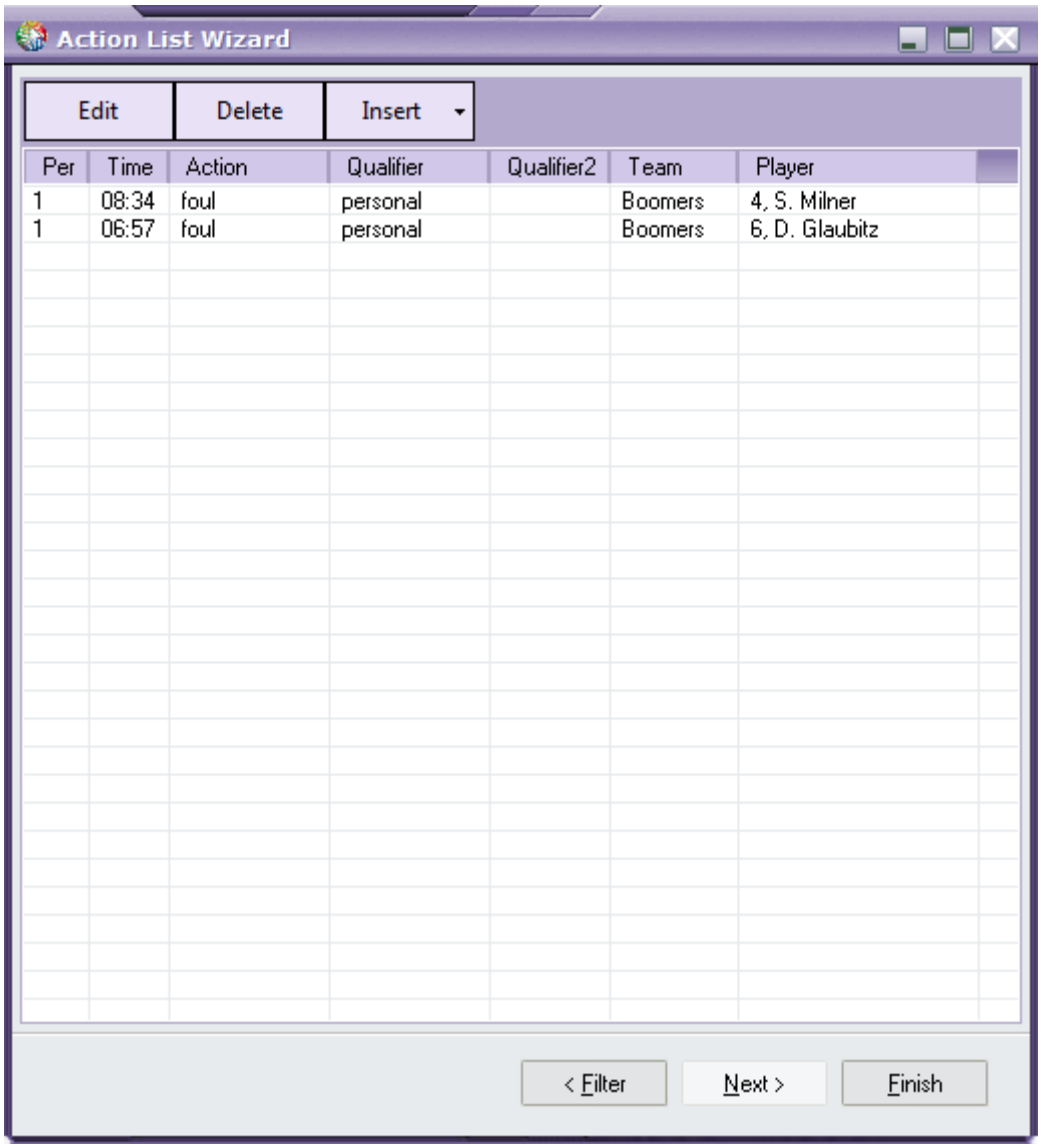
You can then move to the filtered list of actions by clicking **Next** >



The **Filtered Version** of the **Action List** is now displayed.

Here we have selected the foul by number 6 in the first quarter.

We could now delete or edit this action in the same way we showed earlier.



Once you have finished editing actions or inserting new actions, click **Finish**.

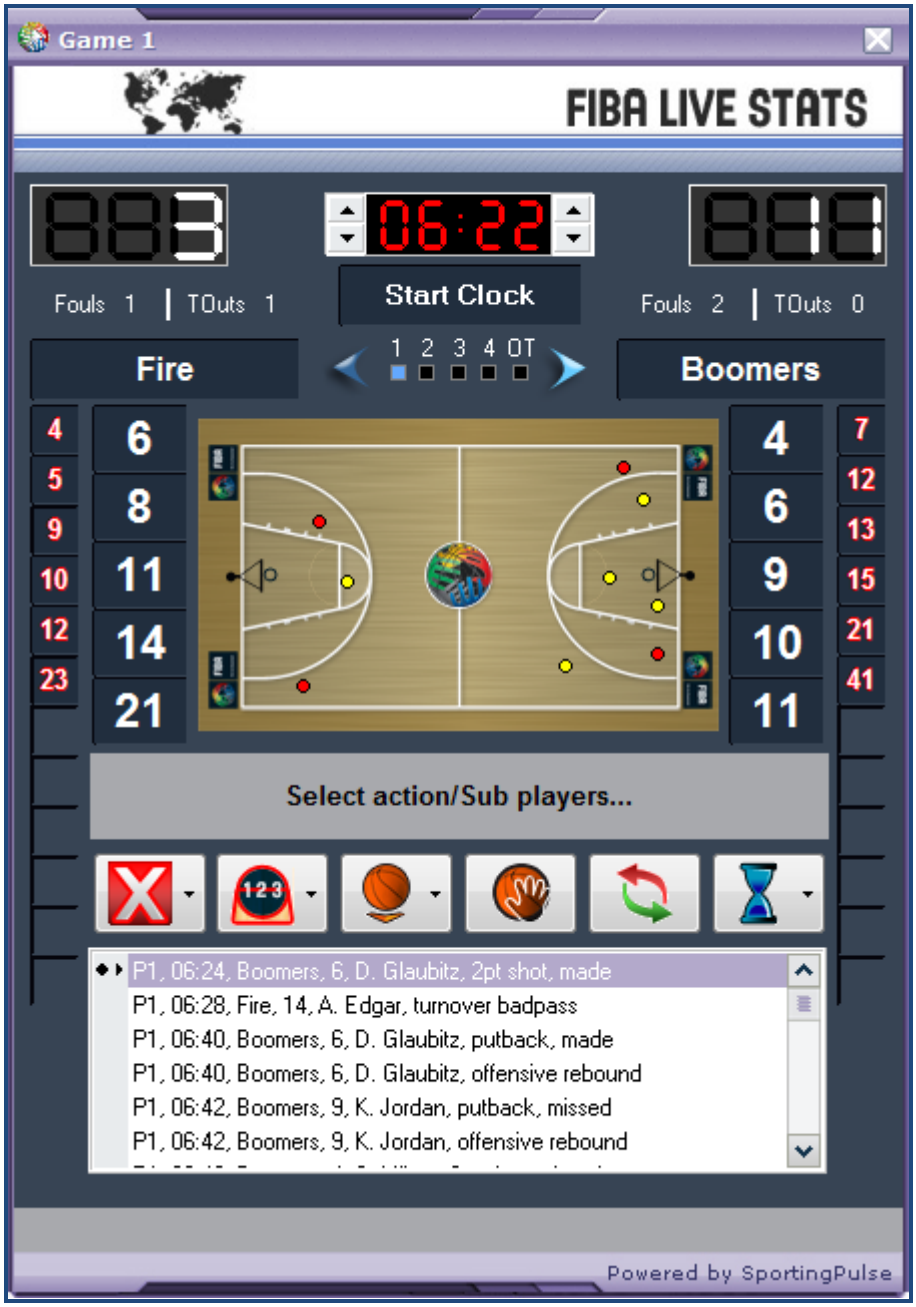
Other Functions

Substitutions

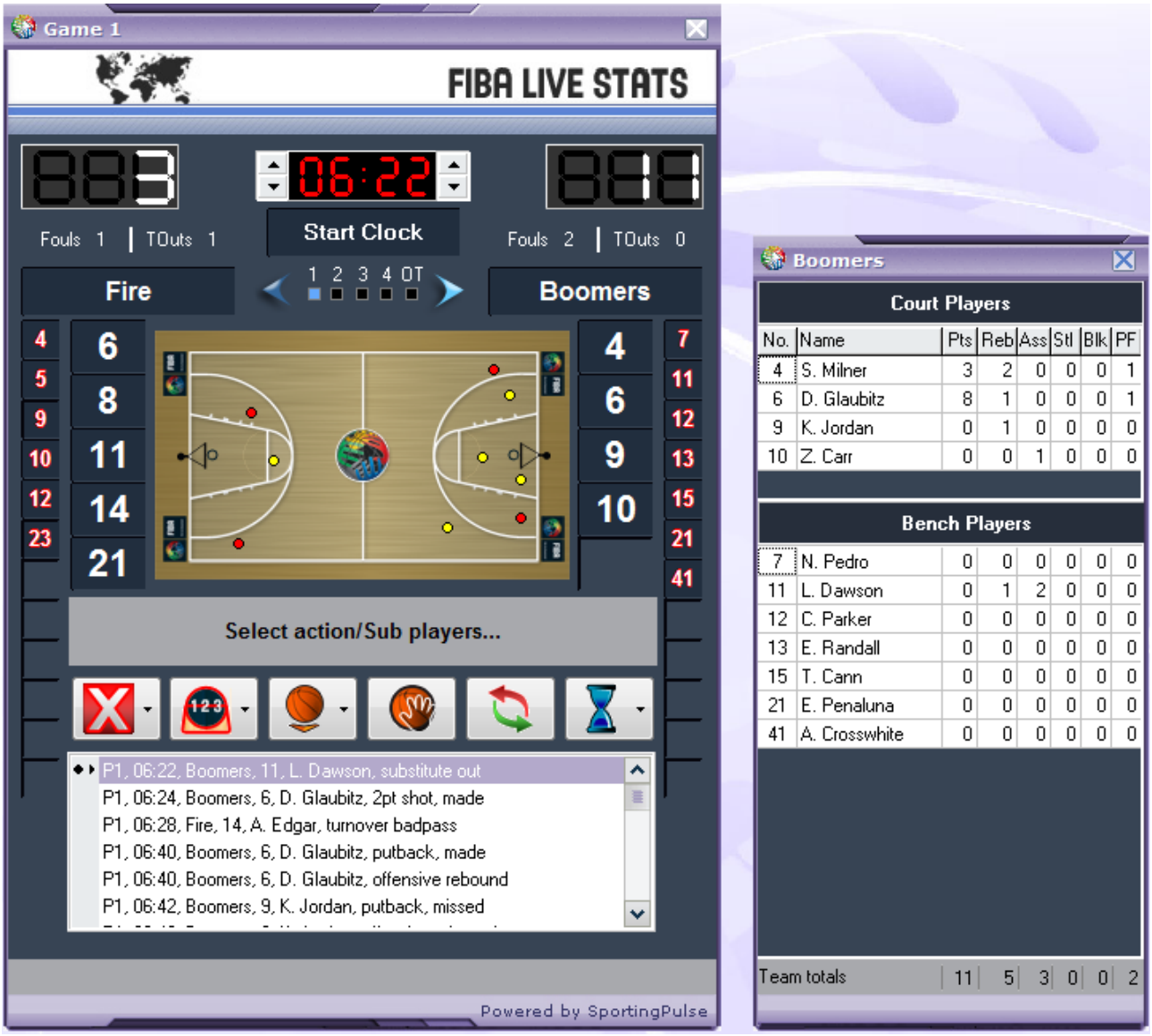
When the clock is stopped, substitutions can be made.

Click on any player in the list of five from a team that you wish to remove from the court, then click on a player from the roster list (or bench) you wish to replace them with. In the following example, Player 11 will be removed from the court for the Boomers and Player 12 will be added to the court as their replacement.

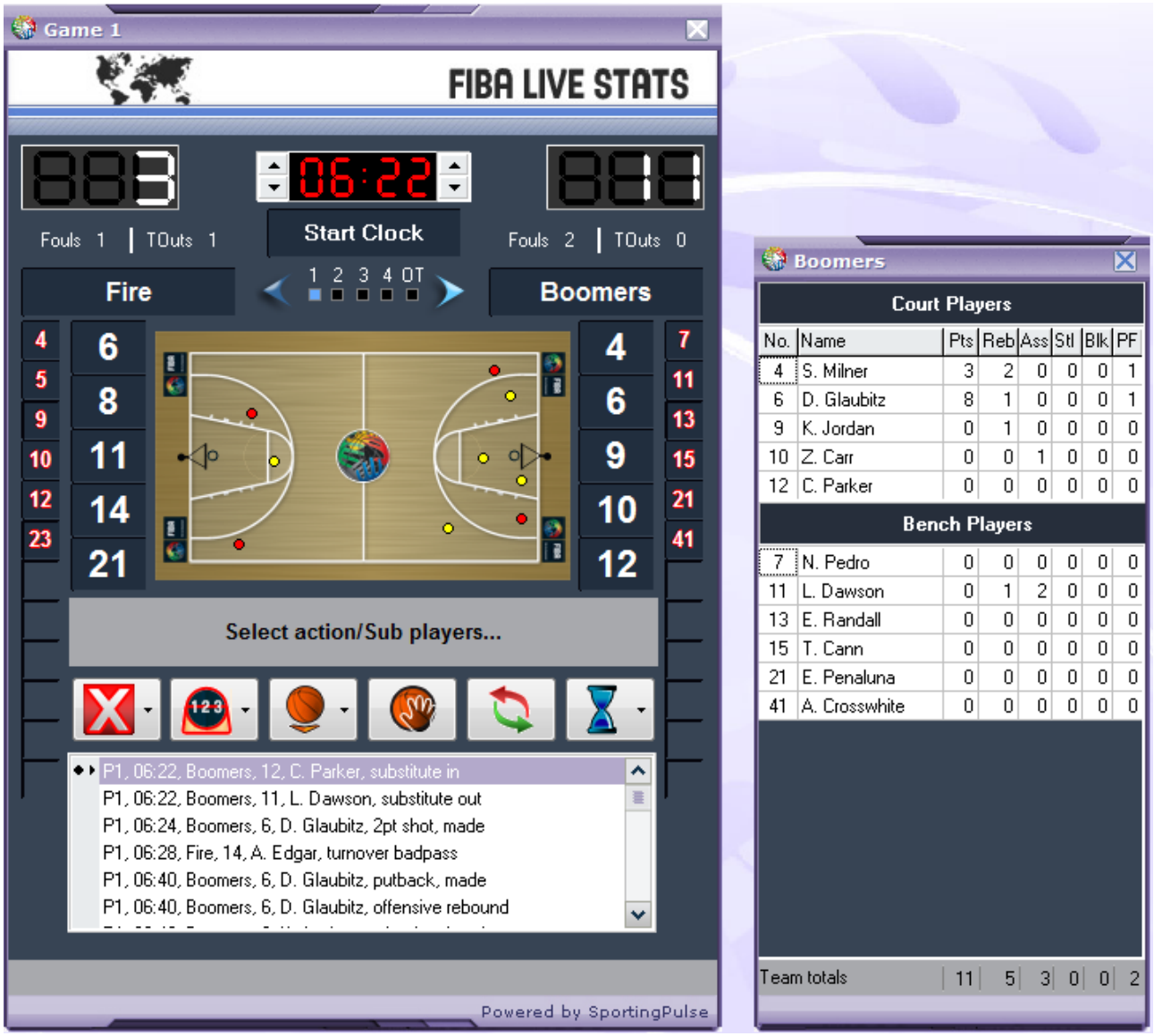
The Players on court are shown in a larger size and different colour to those on the bench.


Game 1
FIBA LIVE STATS
06:22
Fouls 1 | TOuts 1
Start Clock
Fouls 2 | TOuts 0
1 2 3 4 OT
Fire
Boomers
4 5 9 10 12 23
6 8 11 14 21
4 6 9 10 11
7 12 13 15 21 41
Select action/Sub players...
P1, 06:24, Boomers, 6, D. Glaubitz, 2pt shot, made
P1, 06:28, Fire, 14, A. Edgar, turnover badpass
P1, 06:40, Boomers, 6, D. Glaubitz, putback, made
P1, 06:40, Boomers, 6, D. Glaubitz, offensive rebound
P1, 06:42, Boomers, 9, K. Jordan, putback, missed
P1, 06:42, Boomers, 9, K. Jordan, offensive rebound
Powered by SportingPulse

With the clock stopped, and the “Select Action/Sub Players” message showing, **click on Player 11** for the Boomers. Player 11 is added to the bench players, and a spare player spot is now available on the court.


Game 1
FIBA LIVE STATS
06:22
Start Clock
Fouls 1 | TOuts 1
Fouls 2 | TOuts 0
Fire
Boomers
1 2 3 4 OT
6 8 11 14 21
4 6 9 10
4 5 9 10 12 23
7 11 12 13 15 21 41
Select action/Sub players...
P1, 06:22, Boomers, 11, L. Dawson, substitute out
P1, 06:24, Boomers, 6, D. Glaubitz, 2pt shot, made
P1, 06:28, Fire, 14, A. Edgar, turnover badpass
P1, 06:40, Boomers, 6, D. Glaubitz, putback, made
P1, 06:40, Boomers, 6, D. Glaubitz, offensive rebound
P1, 06:42, Boomers, 9, K. Jordan, putback, missed
Powered by SportingPulse
Boomers
Court Players
No. Name Pts Reb Ass Stl Blk PF
4 S. Milner 3 2 0 0 0 1
6 D. Glaubitz 8 1 0 0 0 1
9 K. Jordan 0 1 0 0 0 0
10 Z. Carr 0 0 1 0 0 0
Bench Players
7 N. Pedro 0 0 0 0 0 0
11 L. Dawson 0 1 2 0 0 0
12 C. Parker 0 0 0 0 0 0
13 E. Randall 0 0 0 0 0 0
15 T. Cann 0 0 0 0 0 0
21 E. Penaluna 0 0 0 0 0 0
41 A. Crosswhite 0 0 0 0 0 0
Team totals 11 5 3 0 0 2

Now **click on Player 12** to add them from the bench to the active players on the court.


Game 1
FIBA LIVE STATS
Fouls 1 | TOuts 1
Start Clock
Fouls 2 | TOuts 0
1 2 3 4 OT
Fire
Boomers
Select action/Sub players...
P1, 06:22, Boomers, 12, C. Parker, substitute in
P1, 06:22, Boomers, 11, L. Dawson, substitute out
P1, 06:24, Boomers, 6, D. Glaubitz, 2pt shot, made
P1, 06:28, Fire, 14, A. Edgar, turnover badpass
P1, 06:40, Boomers, 6, D. Glaubitz, putback, made
P1, 06:40, Boomers, 6, D. Glaubitz, offensive rebound
Powered by SportingPulse
Boomers
Court Players
No. Name Pts Reb Ass Stl Blk PF
4 S. Milner 3 2 0 0 0 1
6 D. Glaubitz 8 1 0 0 0 1
9 K. Jordan 0 1 0 0 0 0
10 Z. Carr 0 0 1 0 0 0
12 C. Parker 0 0 0 0 0 0
Bench Players
7 N. Pedro 0 0 0 0 0 0
11 L. Dawson 0 1 2 0 0 0
13 E. Randall 0 0 0 0 0 0
15 T. Cann 0 0 0 0 0 0
21 E. Penaluna 0 0 0 0 0 0
41 A. Crosswhite 0 0 0 0 0 0
Team totals 11 5 3 0 0 2

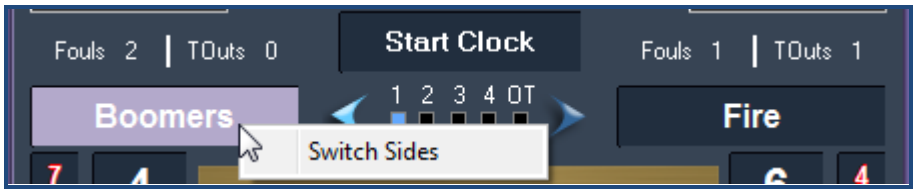
Player 12 is now in the game. Pressing the space bar now will restart the clock and resume the game.

Switching Sides

Sometimes the teams will line-up to start the game at the opposite ends of the court to which they were originally entered. FIBA LiveStats defaults the Home Team to appear on the left hand side of the screen and the away team on the right hand side.

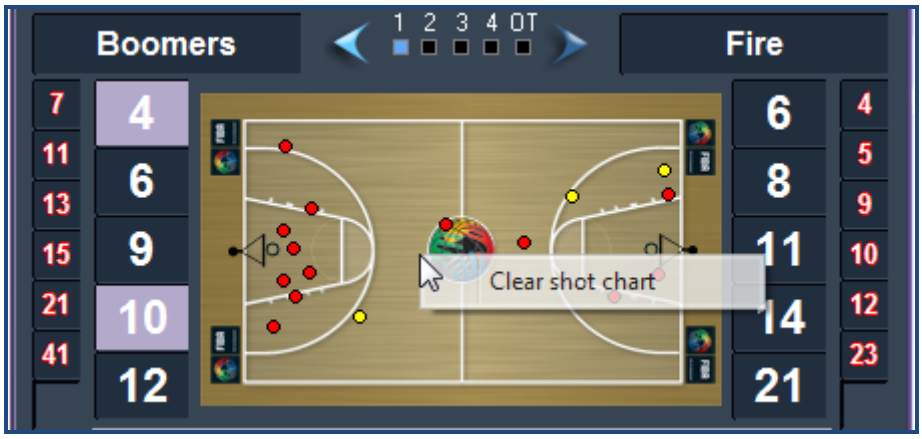
You can change this at any point in the game. Simply go to either teams name and **right click**.

Then click on Switch Sides and the teams will reverse on the screen.



Clearing the Shot Chart

The shot chart populates with red dots (missed shot) and yellow dots (made shots) as each quarter progresses. If you wish to clear it in the mean time you can **right click** on the screen and clear the shots.



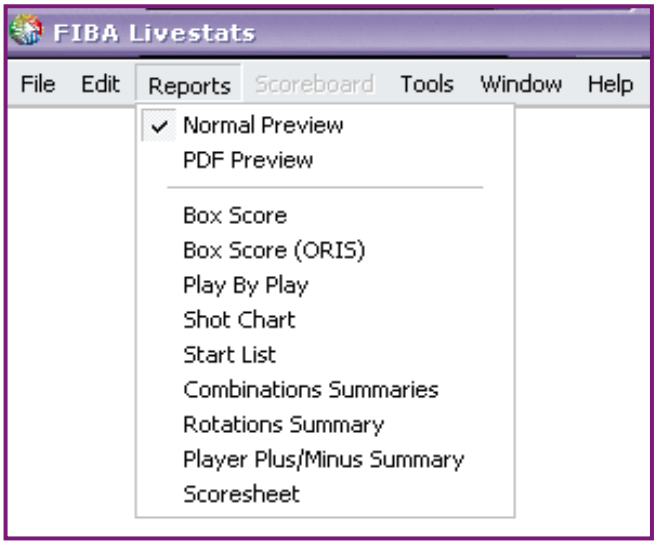
Checking your Work

FIBA LiveStats has four reports available in its first release. These are:

- Box Score
- Box Score (ORIS) – separates Three Point and Two Point field Goals
- Play by Play
- Short Chart
- Start List
- Combination Summaries
- Rotations Summary
- Player Plus/Minus Summary
- Scoresheet

Most Scouts/Statisticians use the box score to check their work against the scoresheet after a game.

Click on **Reports** and **Box Score (ORIS)**

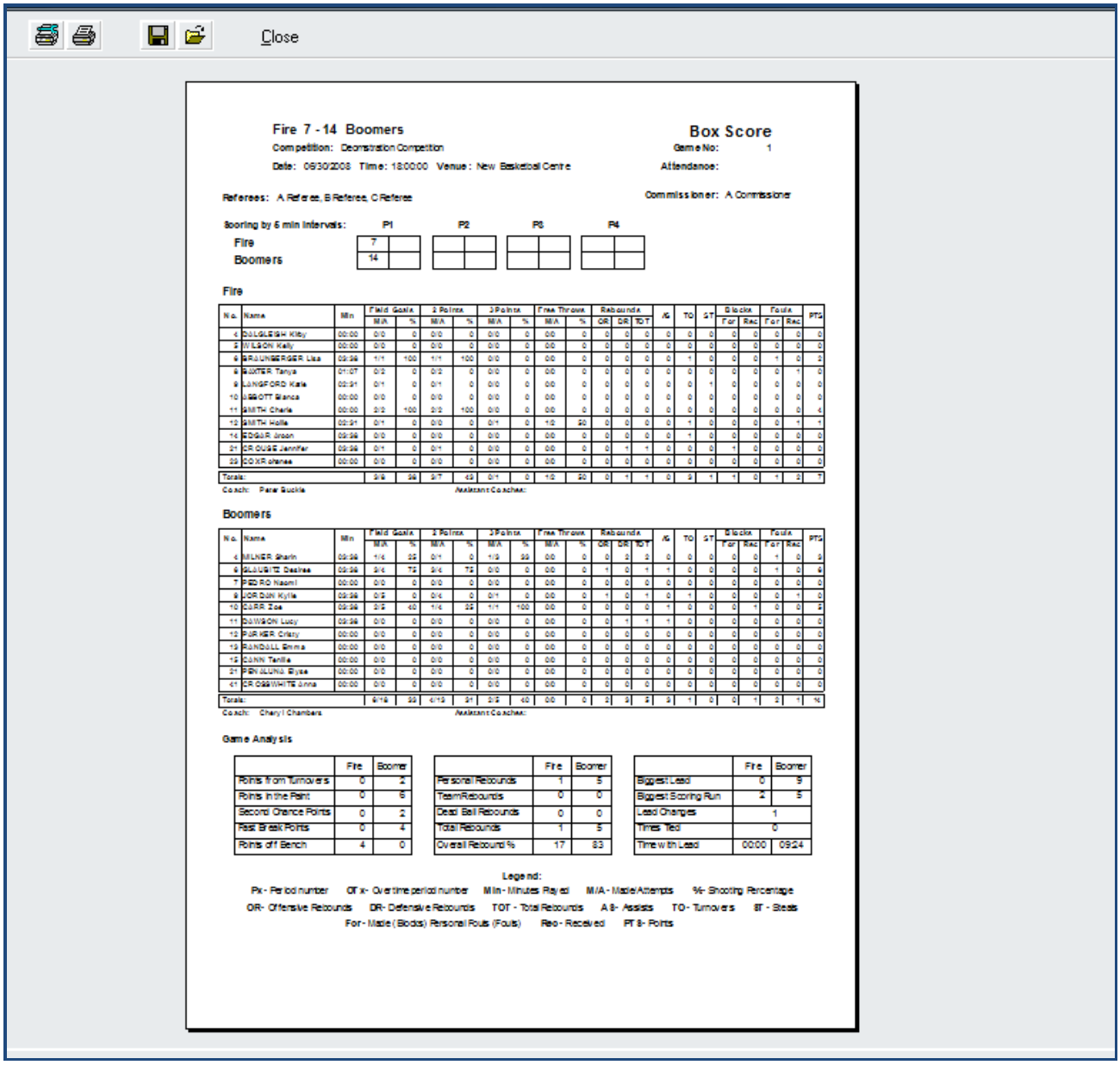


Once selected, you will be prompted to select the period(s) that you would like to run the Box Score report on (varies depending on the stage of the game). Of course there is also a Full Game option for when running a report on all 4 periods (and potentially overtime), or the game up to a certain point (e.g. half time).

Importantly, a “validation” box is also available for selection before generating reports. This box should be ticked when the statistics are official. That is, the points and fouls have been checked with the score table. Until this box has been ticked, the box score report will not include a validated stamp.

Once generated, you will be presented with the screen on the following page.

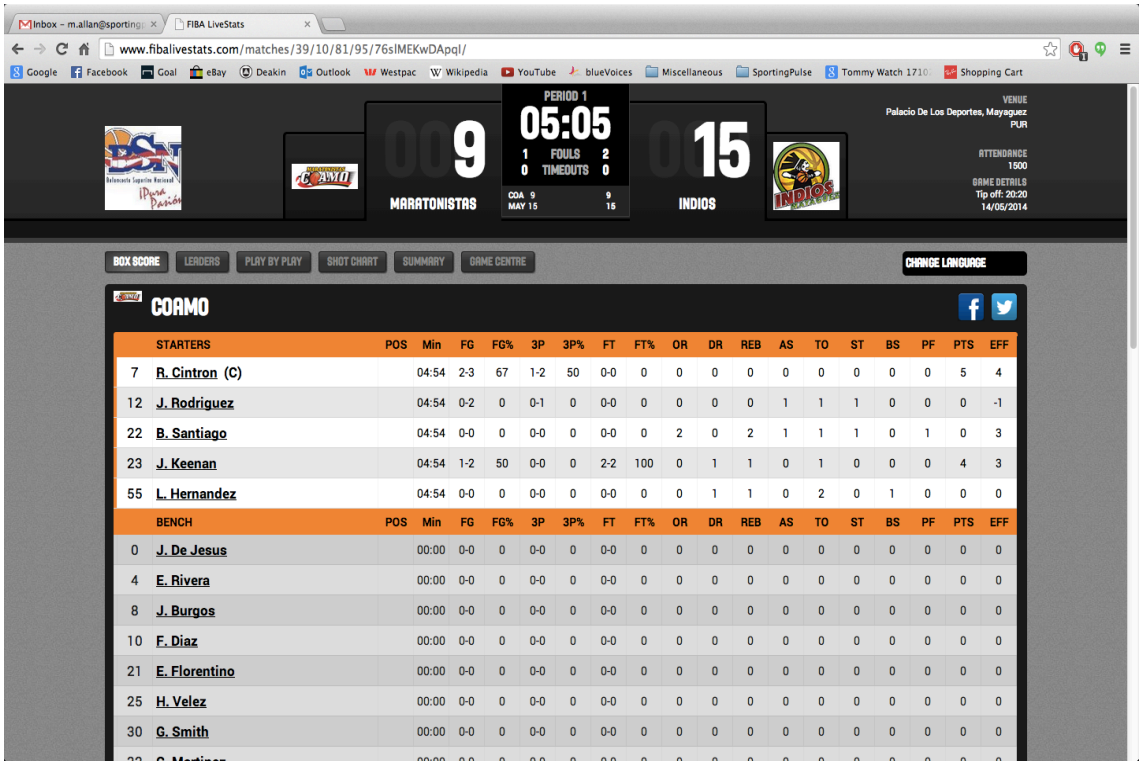
Please note you may print this box score, or you may save it.



Once you have checked your work, you can use the Edit Functions to make any necessary changes.

Webcasting

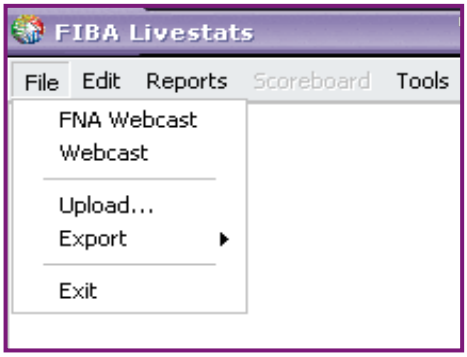
Provided you have a reliable Internet Connection, anyone who downloads FIBA LiveStats is able to webcast immediately and without cost once they have installed and registered the software.


www.fibalivestats.com/matches/39/10/81/95/76slMEKwDApql/
PERIOD 1
05:05
9
MARATONISTAS
15
INDIOS
1 FOULS 2
0 TIMEOUTS 0
VENUE
Palacio De Los Deportes, Mayaguez
PUR
ATTENDANCE
1500
GAME DETAILS
Tip off: 20:20
14/05/2014
BOX SCORE
LEADERS
PLAY BY PLAY
SHOT CHART
SUMMARY
GAME CENTRE
CHANGE LANGUAGE
COAMO
STARTERS POS Min FG FG% 3P 3P% FT FT% OR DR REB AS TO ST BS PF PTS EFF
7 R. Cintron (C) 04:54 2-3 67 1-2 50 0-0 0 0 0 0 0 0 0 0 0 5 4
12 J. Rodriguez 04:54 0-2 0 0-1 0 0-0 0 0 0 0 1 1 1 0 0 0 -1
22 B. Santiago 04:54 0-0 0 0-0 0 0-0 0 2 0 2 1 1 1 0 1 0 3
23 J. Keenan 04:54 1-2 50 0-0 0 2-2 100 0 1 1 0 1 0 0 0 4 3
55 L. Hernandez 04:54 0-0 0 0-0 0 0-0 0 0 1 1 0 2 0 1 0 0 0
BENCH POS Min FG FG% 3P 3P% FT FT% OR DR REB AS TO ST BS PF PTS EFF
0 J. De Jesus 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0
4 E. Rivera 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0
8 J. Burgos 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0
10 F. Diaz 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0
21 E. Florentino 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0
25 H. Velez 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0
30 G. Smith 00:00 0-0 0 0-0 0 0-0 0 0 0 0 0 0 0 0 0 0 0

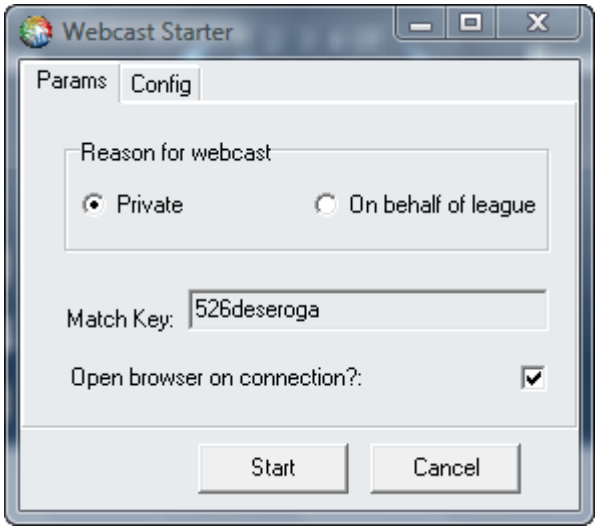
You have two options: The **first** is that you can webcast your own game at any time. For this you are provided a single game key upon registration, which will immediately allow you to launch a webcast of any game from LiveStats. The **second** option is to webcast on behalf of a league or tournament. In this scenario, administrators of the league or tournament will manage and provide the game keys (most common).

Starting a Webcast

To start a webcast, click **File** and then **Webcast**.



The **Webcast Starter** will then be presented. The **Webcast Starter** allows you to choose between a **Private** webcast, or a webcast on **Behalf of a League**.

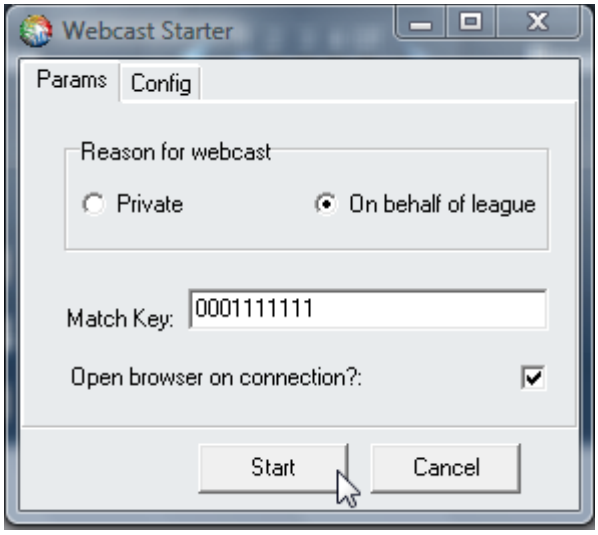


League Webcast

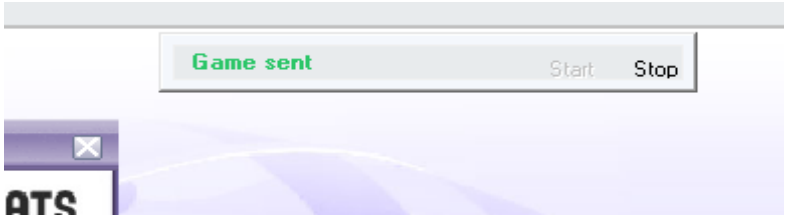
At the Webcast Starter, select **On Behalf of League**. This will clear the Game Key box.

In the Game Key box, **enter the Game Key** supplied to you by the league or tournament administrator who you are operating LiveStats on behalf of, then click **Start**.

We recommend you always leave the checkbox “Open Browser on Connection” open – this will start your Internet browser straight to your webcast and allow you to check it is running correctly.



The Webcast Starter will disappear from the screen and a new window opens in the top right hand corner. .

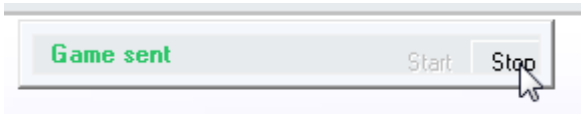


You will see various messages on this screen:

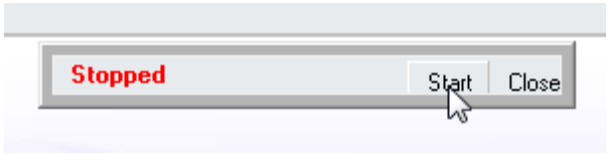
Messages that appear in Green – **Game Sent** or **Game Time Sent** confirm for you that the webcast is operational and that the server hosting your webcast is receiving the game on a regular basis.

Messages that appear in Red – **Connecting or Not Connected** act as a warning to inform you that the connection is not yet active or has been lost – most likely because you have lost internet connectivity

You can stop the webcast at any point. Simply click on **Stop.**



The message changes to **stopped** in red and you now have two options: **Start** or **Close** the webcast.



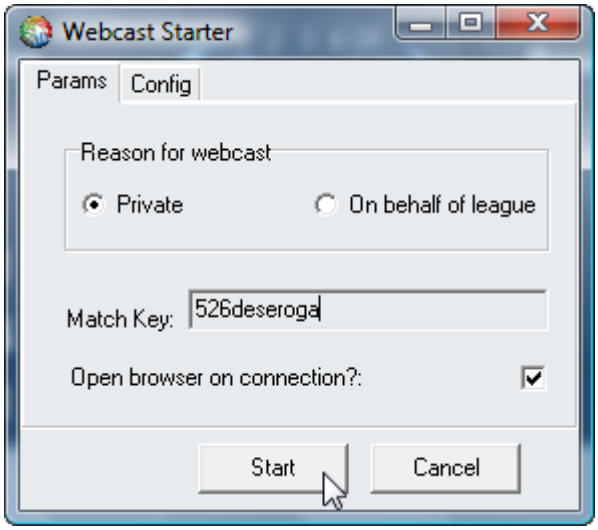
Starting the webcast again will take you back to the previous stage, with **Stop** available. Clicking **Close** will stop the webcast completely, and close this box.

You can start or stop the webcast whenever you like. It can run continuously through the game, or you might like to simply run the webcast during quarter time and half time breaks.

Private Webcast

If you are conducting a private webcast, the default game key that was issued to you upon registration will already be entered in the Game Key box. This will allow you to get started. Click **Start**.

We recommend you always leave the checkbox “Open Browser on Connection” open – this will start your Internet browser straight to your webcast and allow you to check it is running correctly.



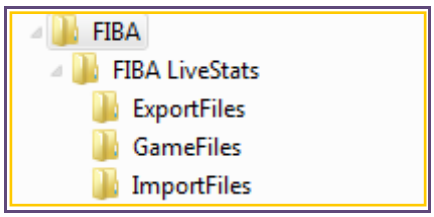
Your league webcast will now start in a new browser. You can check the connection status of this webcast in the same way as outlined above for the league/tournament webcast (green and red signals).

File Types: Saving and Opening Files in FIBA LiveStats

FIBA LiveStats uses up to three types of files. Depending on whether you are operating the software on behalf of a league or for private purposes, you will either use all three types or only one.

League or Tournament Use

If you are using files on behalf of a League or Tournament that uses FIBA Organizer, then three file types will be used. On Installation, the FIBA LiveStats installation process will create three important sub folders:



The table below explains these:

Directory	Contains
ImportFiles	These are files with an .**XML** extension. A league or tournament administrator will issue them out. These are the files that allow for an automatic setup of a game in FIBA Livestats as opposed to manual entry.
GameFiles	These are files with an .**FDB** extension. These are the files that actually run the game in FIBA Livestats. They are created whenever you complete a New Game Setup Wizard in FIBA LiveStats.
ExportFiles	These are files with an **.EXP** extension. They are summary files that are exported after a game is finished and generally would be emailed back to the League or Tournament administrator that originally distributed the **.XML** file to you. The **.EXP** file allows the Organizer to enter game statistics into FIBA Organizer without the need for manual data entry.
VideoFiles	These are files with an **.XML** extension. They are summary files that are exported after a game is finished and generally would be emailed back to the League or Tournament administrator. They can also be provided to Coaches to import into third party scouting solutions for video analysis.

Private Use

When using FIBA LiveStats for Private use, only one file is created. This assumes you are starting the game using the manual method - loading all players and teams manually each time you use LiveStats.

FIBA LiveStats creates a database file with an .**FDB** extension. When it creates the .FDB file it will automatically add the prefix of **lsg** (live stats game). So, if you create a FIBA LiveStats game using the manual method and give it a game number of 090 then FIBA LiveStats will create a file called **lsg090.FDB**

This file is always saved to the following location: **C:/Program Files/FIBA/Fiba LiveStats/GameFiles**

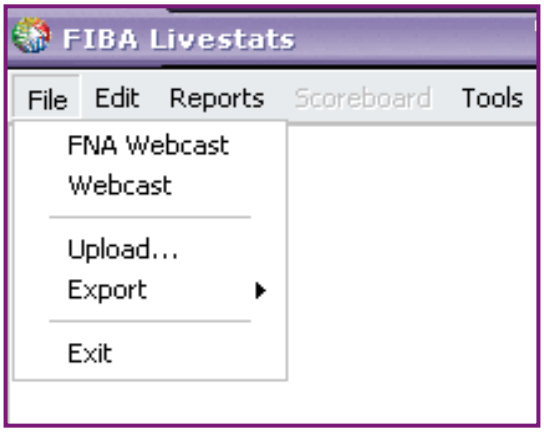
You can create multiple games, and store these for as long as you like. The .FDB files you create are about 1.2 megabytes in size so your ability to save will only be restricted by the memory space on your computer.

Note: During the game you do not need to actively save the game manually or give it a filename. The filename is created as part of the **New Game Setup Wizard** and FIBA LiveStats saves the game after every recorded match action automatically.

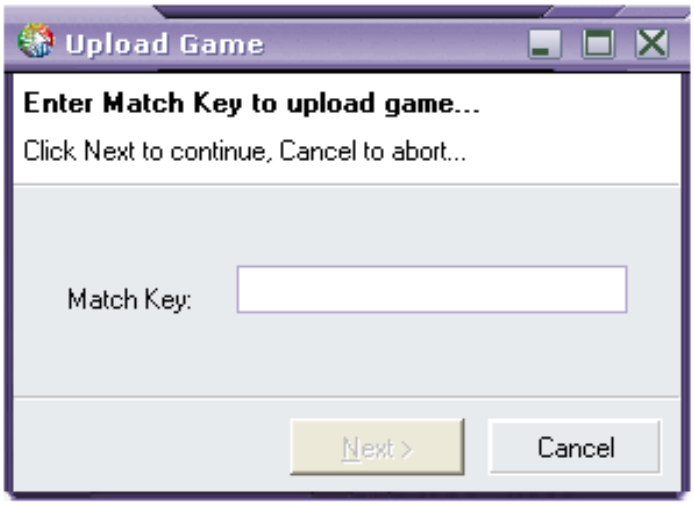
Upoading a Game once completed

If you are running a game on behalf of a league or tournament, you will most likely be asked to upload the game following its completion to ensure the match result and player statistics are uploaded to FIBA Organizer or the online competition management system.

To do this, click on **File** and then **Upload...**



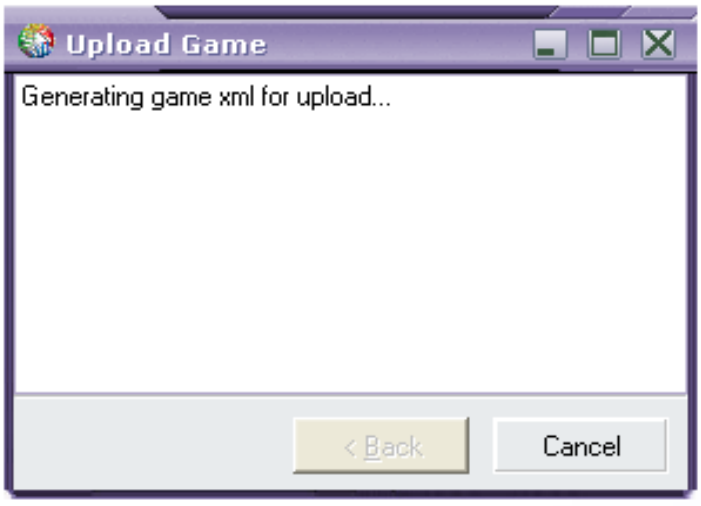
The following screen will be presented. At this point you need to enter the same **game key** that was used to load the match information and activate the webcast. Once entered, click **Next >** to begin the upload.



Note: You must be connected to the Internet for this to process to work.

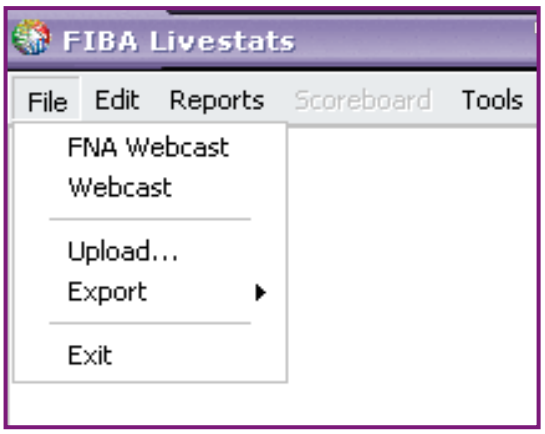
The following screen will be presented and after a few seconds you will be prompted that the upload has been successful. The game file and all its associated data have now been uploaded.

If the upload is unsuccessful, check your Internet connection and try again.

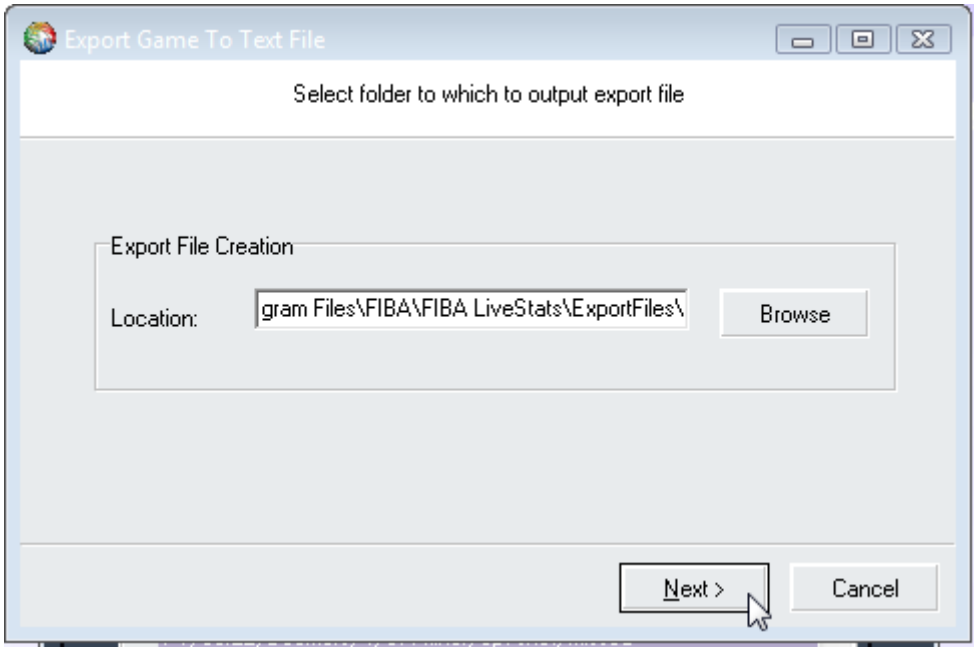


Exporting a Game for Distribution (may be asked to provide)

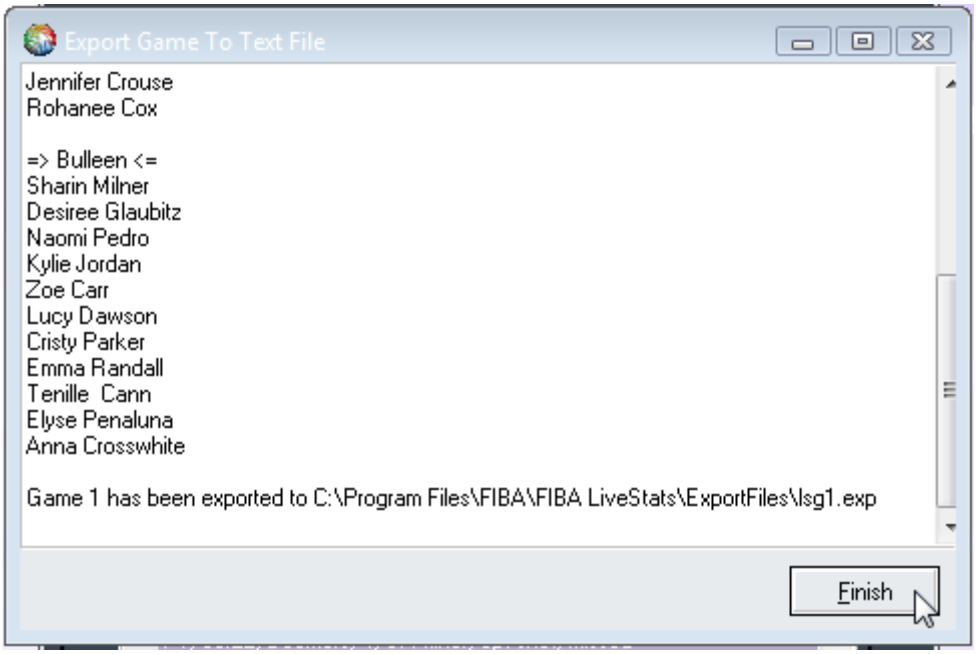
If you are running a game on behalf of a league or tournament, you may be asked to export and email the .EXP file that you create. To do this, click on **File** and then **Export.**



The following form will be presented. At this point you can change the location where the .EXP file will be saved. We recommend you do not do this, but leave the location as the **ExportFiles** subfolder. Click **Next**.



The following form is presented. Please note at the bottom of the form the location of the file you have just exported. You should also note the filename, which in this case is **lsg1.exp**. Then click **Finish**.



Your file has been exported. You can now email the file to the League/Tournament administrator.

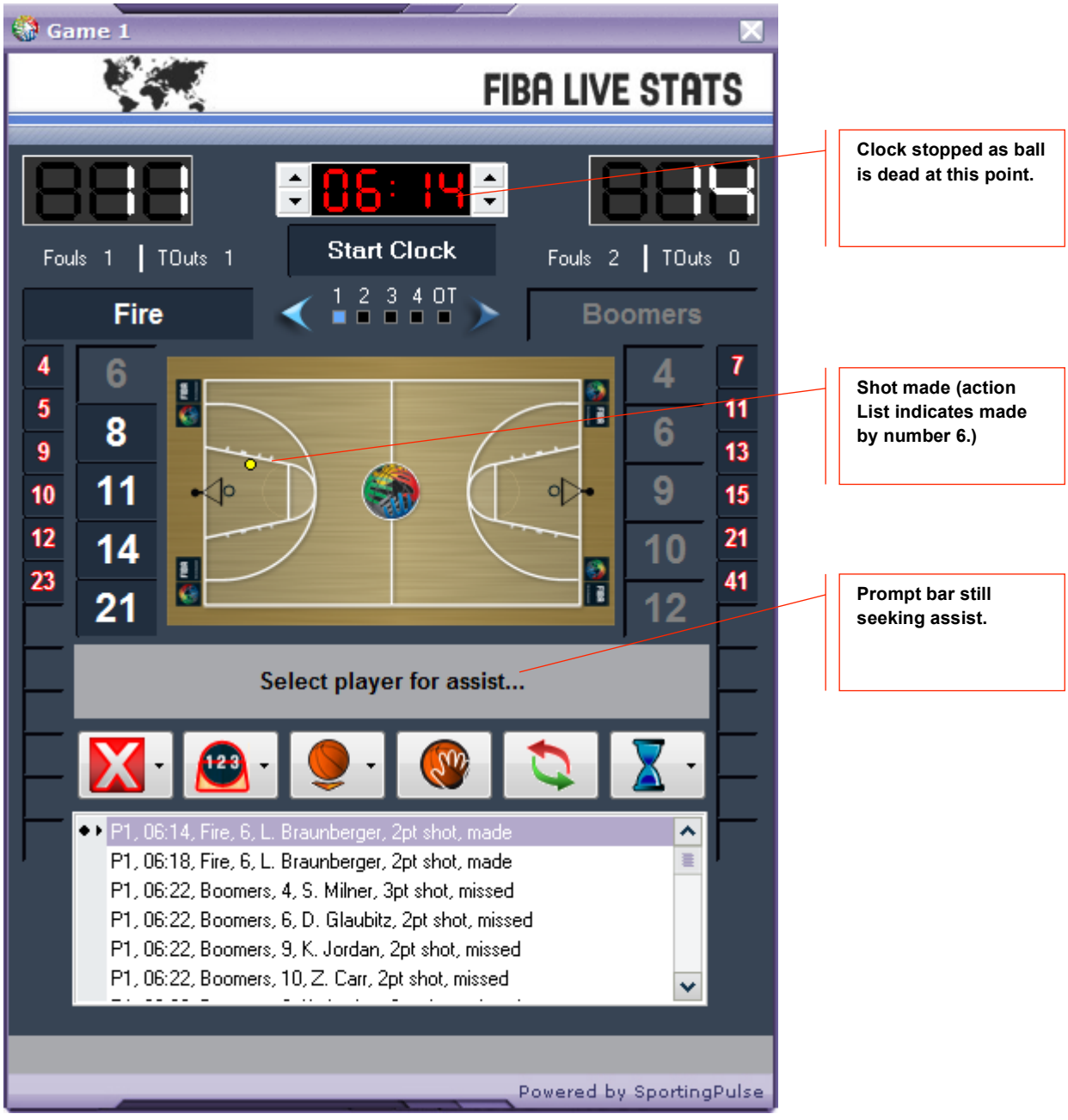
Tips and Tricks/FAQ's

Tip 1 - Clearing Actions Using the Escape Key

The **Escape key (esc)** on your keyboard will always clear the message in the prompt bar when clicked.

This is very useful when you are entering statistics and the clock stops because of another action, and you need to make a substitution but another action is pending.

For example, Blue 6 makes a shot and then the ball goes out of bounds. FIBA LiveStats will be prompting you for a player who gave an assist, as the logical next action after a made shot.


Game 1
FIBA LIVE STATS
06: 14
Start Clock
Fouls 1 | TOuts 1
Fouls 2 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Select player for assist...
P1, 06:14, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:18, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:22, Boomers, 4, S. Milner, 3pt shot, missed
P1, 06:22, Boomers, 6, D. Glaubitz, 2pt shot, missed
P1, 06:22, Boomers, 9, K. Jordan, 2pt shot, missed
P1, 06:22, Boomers, 10, Z. Carr, 2pt shot, missed
Powered by SportingPulse

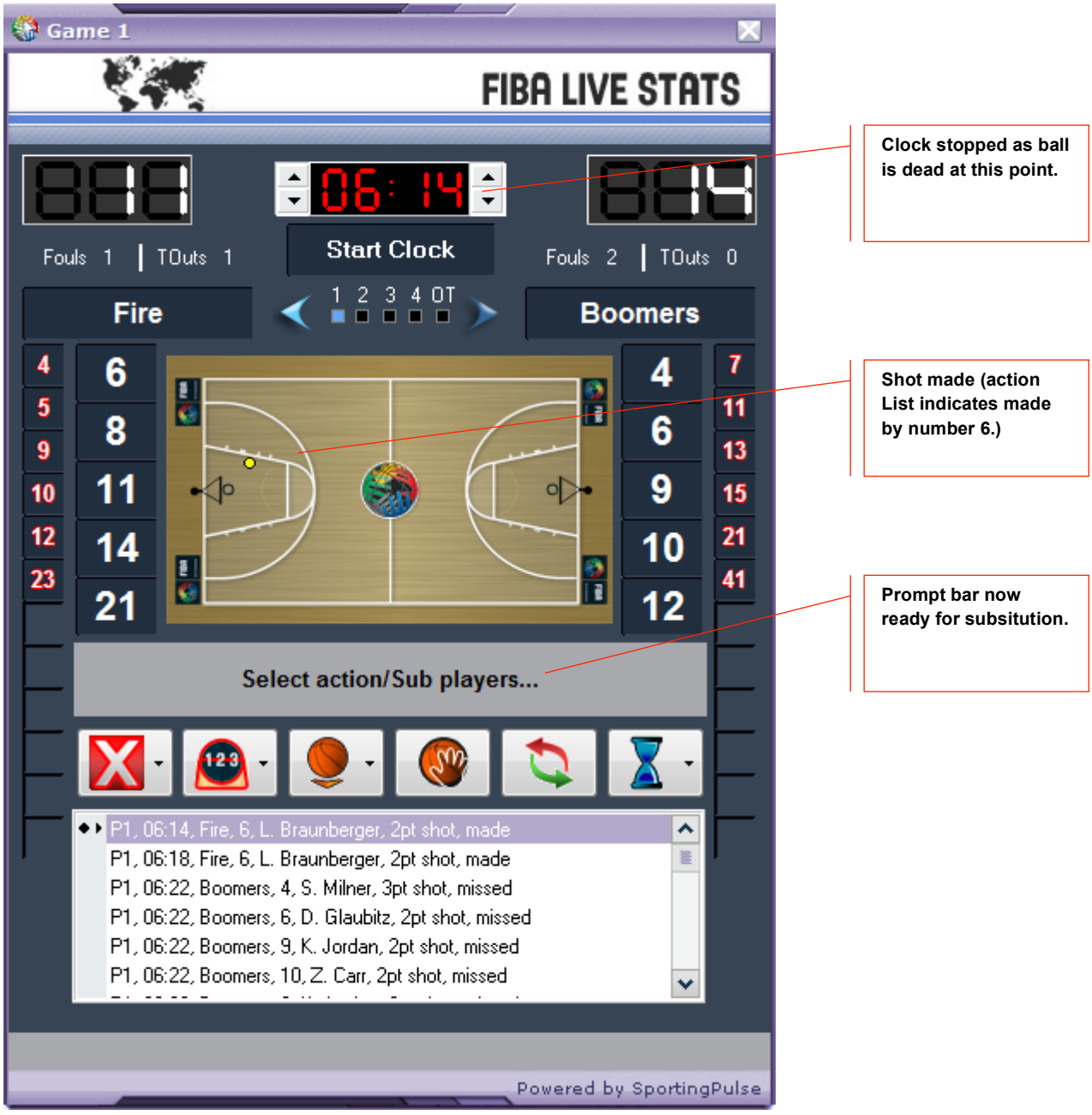
Clock stopped as ball is dead at this point.

Shot made (action List indicates made by number 6.)

Prompt bar still seeking assist.

If you tried now to make a substitution, FIBA LiveStats would award an assist to the first player who you tried to substitute out of the game. Instead, press the **Escape Key** to clear this prompt.

You can see the prompt bar has now cleared and can make a substitution without incorrectly awarding an assist to the player being substituted.


Game 1
FIBA LIVE STATS
06: 14
Start Clock
Fouls 1 | TOuts 1
Fouls 2 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Select action/Sub players...
P1, 06:14, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:18, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:22, Boomers, 4, S. Milner, 3pt shot, missed
P1, 06:22, Boomers, 6, D. Glaubitz, 2pt shot, missed
P1, 06:22, Boomers, 9, K. Jordan, 2pt shot, missed
P1, 06:22, Boomers, 10, Z. Carr, 2pt shot, missed
Powered by SportingPulse
Clock stopped as ball is dead at this point.
Shot made (action List indicates made by number 6.)
Prompt bar now ready for subsitution.

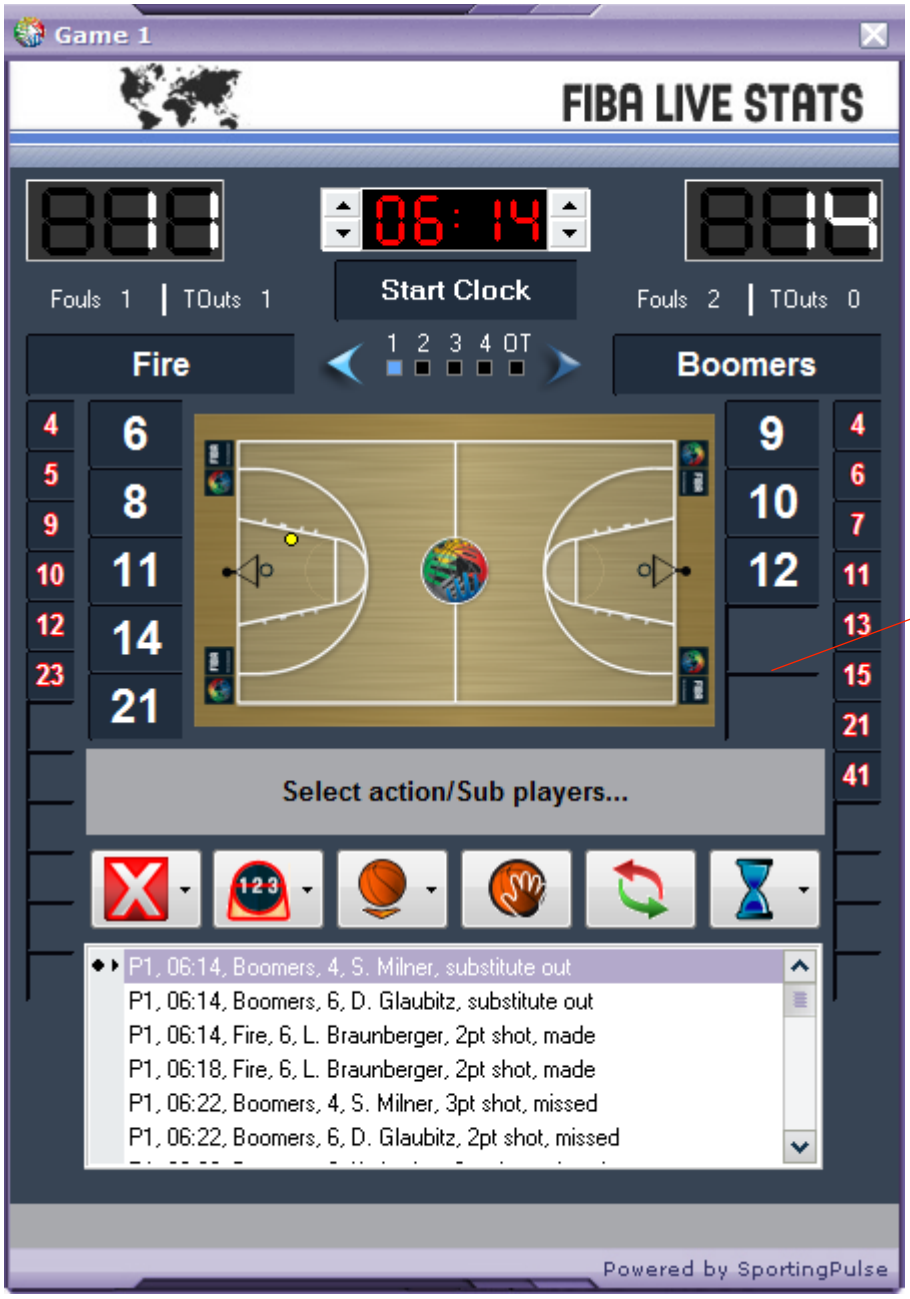
This scenario could also occur after other actions such as clearing a prompt for a rebound, or a foul.

Tip 2 - Multiple Subs: Call Out then In

When making substitutions in FIBA LiveStats, the Statistician "calling" the game will help the FIBA LiveStats Operator when they call subs out before they call subs in. This is even more important when a team is making multiple subs and it is best if the Caller groups the call together.

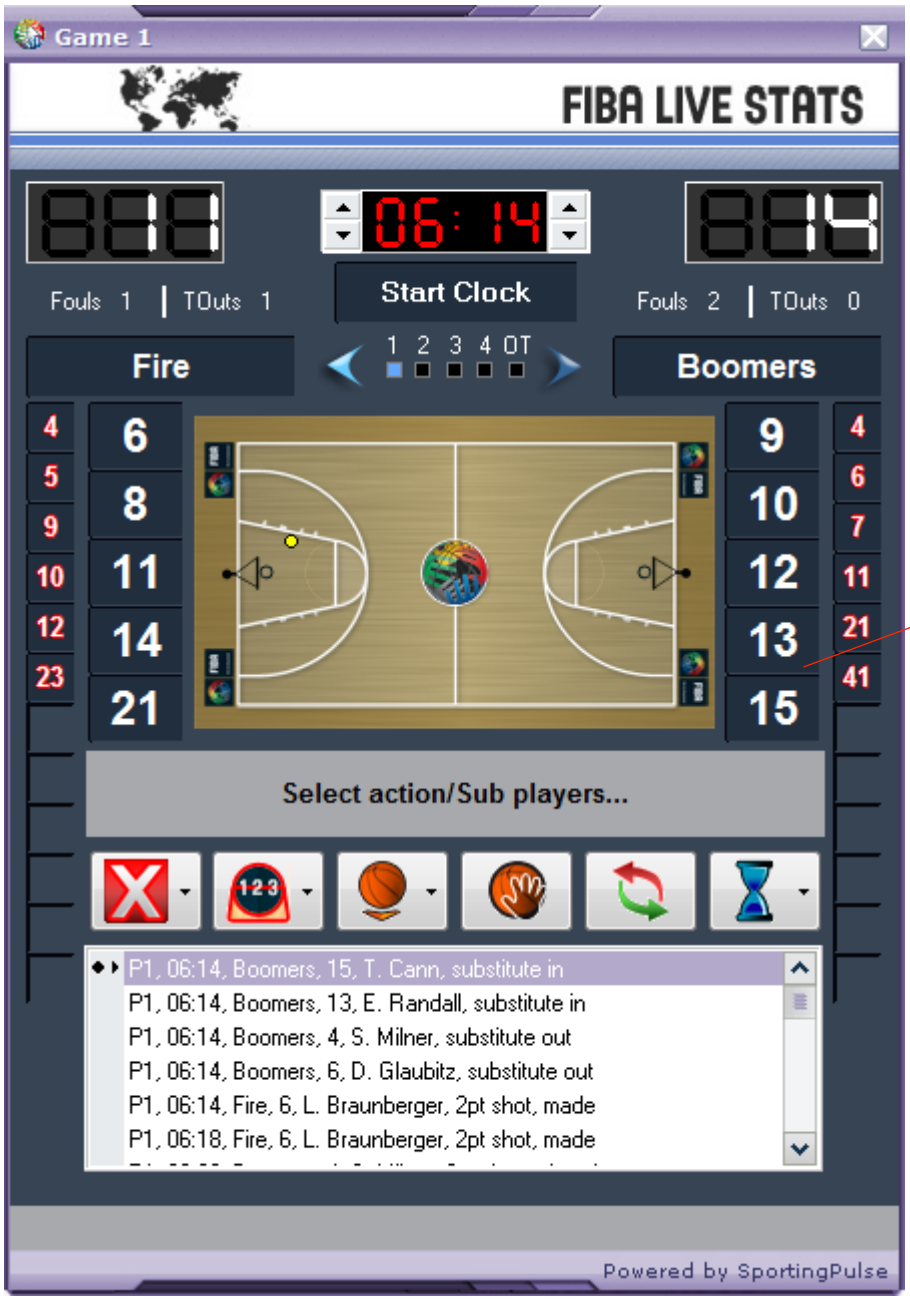
For instance, the Caller would call **"Subs Bulleen – Out 4 and 6."**

And the Operator would respond with:


Game 1
FIBA LIVE STATS
06:14
Start Clock
Fouls 1 | TOuts 1
Fouls 2 | TOuts 0
Fire
Boomers
1 2 3 4 OT
4 5 9 10 12 23
6 8 11 14 21
9 10 12
4 6 7 11 13 15 21 41
Select action/Sub players...
P1, 06:14, Boomers, 4, S. Milner, substitute out
P1, 06:14, Boomers, 6, D. Glaubitz, substitute out
P1, 06:14, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:18, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:22, Boomers, 4, S. Milner, 3pt shot, missed
P1, 06:22, Boomers, 6, D. Glaubitz, 2pt shot, missed
Powered by SportingPulse

Players Four and Six now removed from the game.

The Caller would then call **"In - 13 and 15"**


Game 1
FIBA LIVE STATS
Fouls 1 | TOuts 1
06:14
Start Clock
Fouls 2 | TOuts 0
Fire
1 2 3 4 OT
Boomers
4 5 9 10 12 23
6 8 11 14 21
9 10 12 13 15
4 6 7 11 21 41
Select action/Sub players...
P1, 06:14, Boomers, 15, T. Cann, substitute in
P1, 06:14, Boomers, 13, E. Randall, substitute in
P1, 06:14, Boomers, 4, S. Milner, substitute out
P1, 06:14, Boomers, 6, D. Glaubitz, substitute out
P1, 06:14, Fire, 6, L. Braunberger, 2pt shot, made
P1, 06:18, Fire, 6, L. Braunberger, 2pt shot, made
Powered by SportingPulse

Players 13 and 15 added to the game.

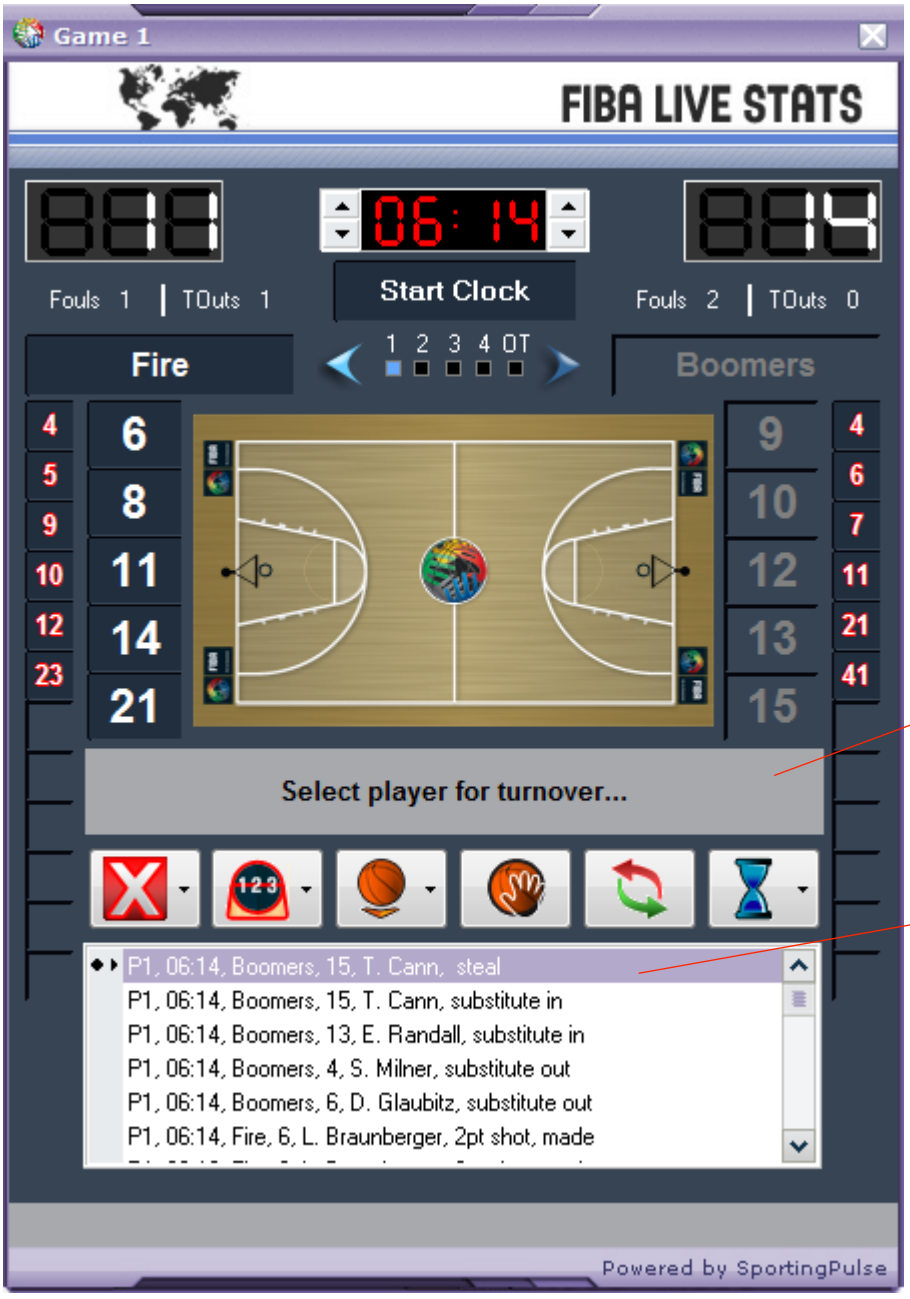
Tip 3 - Steal/Turnover: Call Steal First & Turnover Second

When “calling” a steal/turnover situation it is best to call the steal first for the following reason:

FIBA LiveStats understands that a turnover as a result of a steal is limited to only one of two types, either a ball handling error or a bad pass. If the Caller calls the steal first, then when the turnover is prompted for, only these two options will be available to select.

So the Caller calls “**Steal – 15”**.

And the FIBA LiveStats Operator enters **Steal – 15** as in the example below.

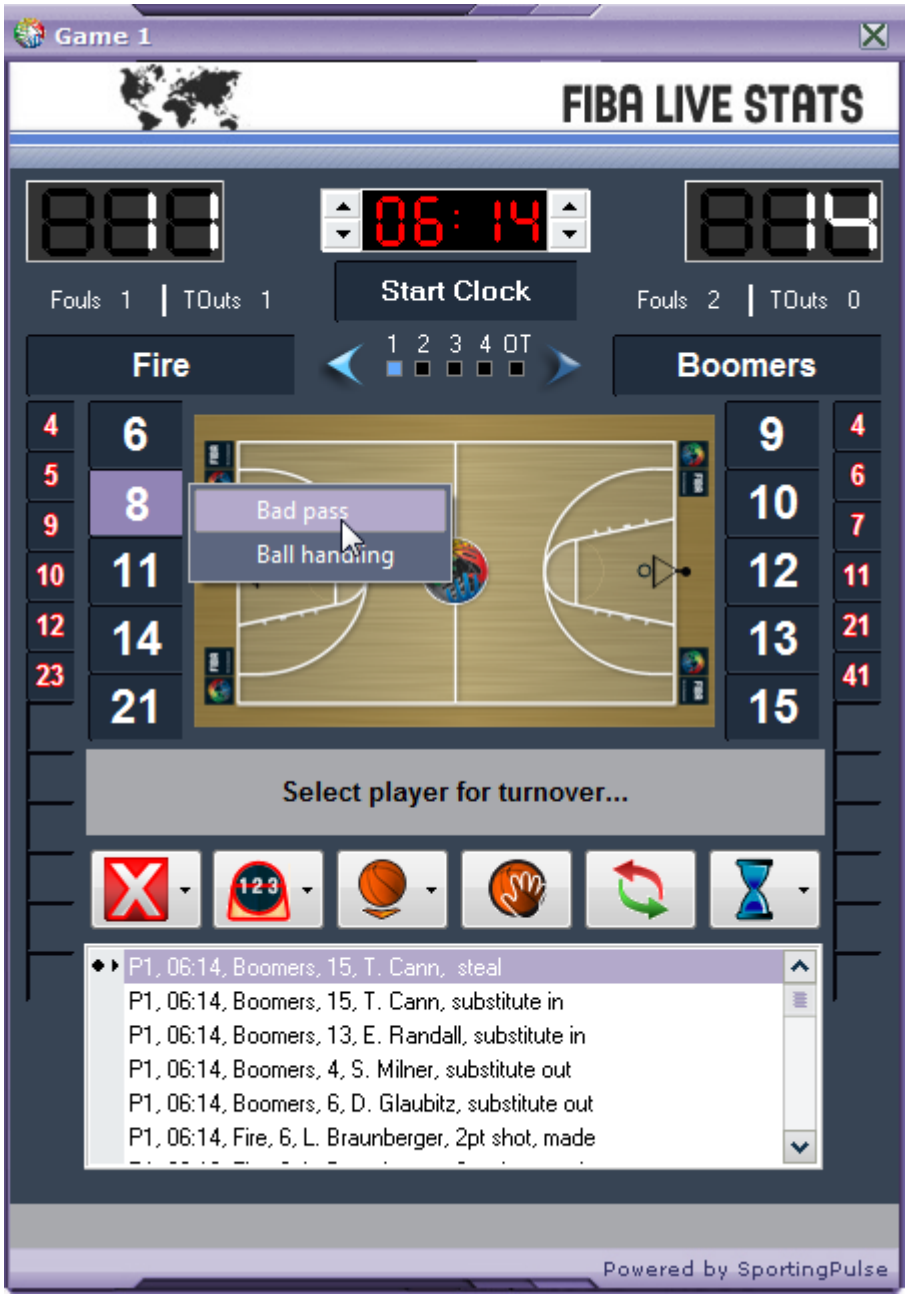

Game 1
FIBA LIVE STATS
06:14
Start Clock
Fouls 1 | TOuts 1
Fouls 2 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Select player for turnover...
P1, 06:14, Boomers, 15, T. Cann, steal
P1, 06:14, Boomers, 15, T. Cann, substitute in
P1, 06:14, Boomers, 13, E. Randall, substitute in
P1, 06:14, Boomers, 4, S. Milner, substitute out
P1, 06:14, Boomers, 6, D. Glaubitz, substitute out
P1, 06:14, Fire, 6, L. Braunberger, 2pt shot, made
Powered by SportingPulse

Prompt active for Turnover – waiting for Operator to click number

Steal to 15 has been awarded

The Caller now calls **“8 – Bad Pass”.**

The LiveStats Operator **clicks on 8** and is prompted with two options - **Bad Pass** is selected**.**

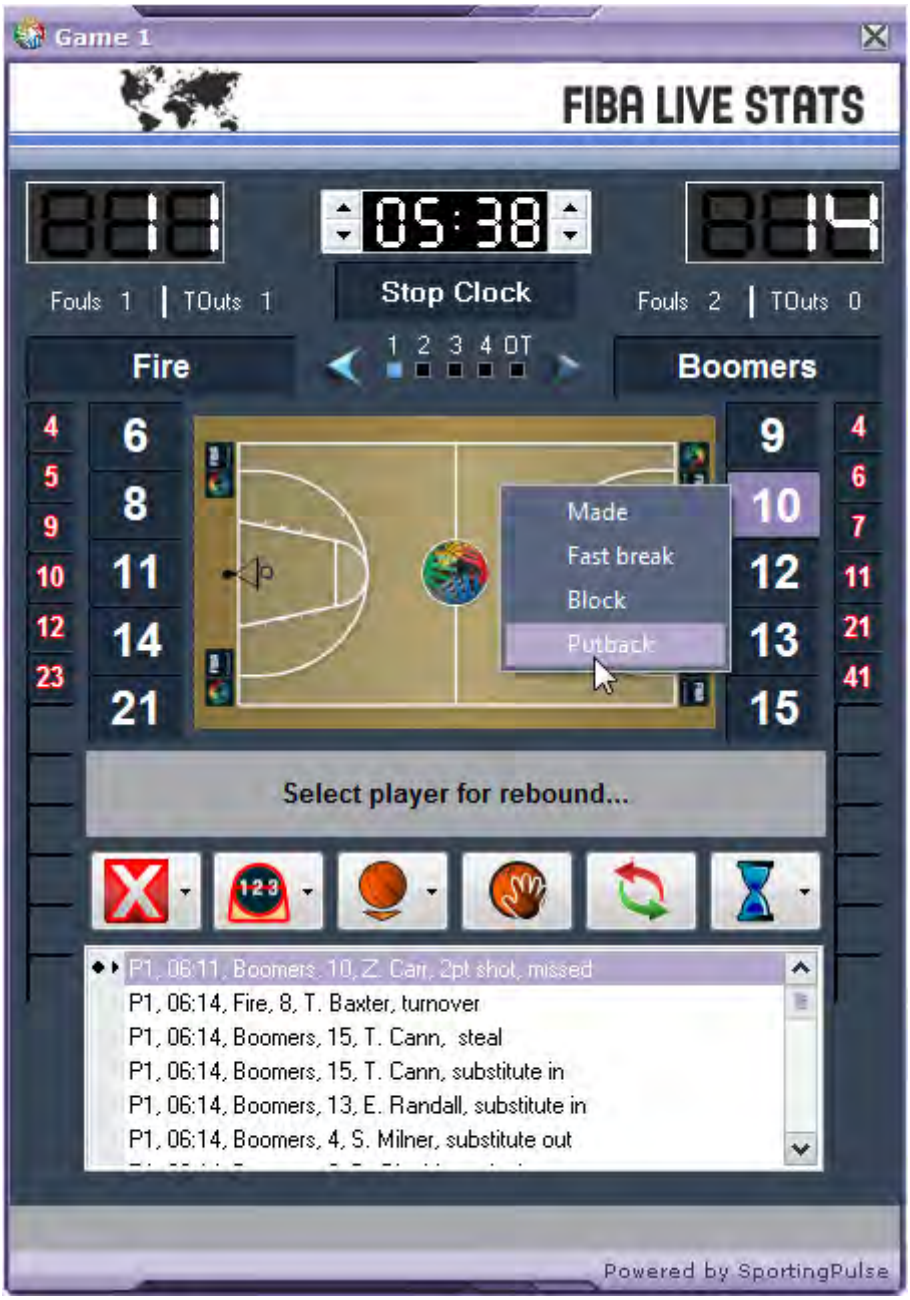

Game 1
FIBA LIVE STATS
06: 14
Start Clock
Fouls 1 | TOuts 1
Fouls 2 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Bad pass
Ball handling
Select player for turnover...
P1, 06:14, Boomers, 15, T. Cann, steal
P1, 06:14, Boomers, 15, T. Cann, substitute in
P1, 06:14, Boomers, 13, E. Randall, substitute in
P1, 06:14, Boomers, 4, S. Milner, substitute out
P1, 06:14, Boomers, 6, D. Glaubitz, substitute out
P1, 06:14, Fire, 6, L. Braunberger, 2pt shot, made
Powered by SportingPulse

Tip 4 – Using Tip-Ins

In some nations this is also known as a “putback”.

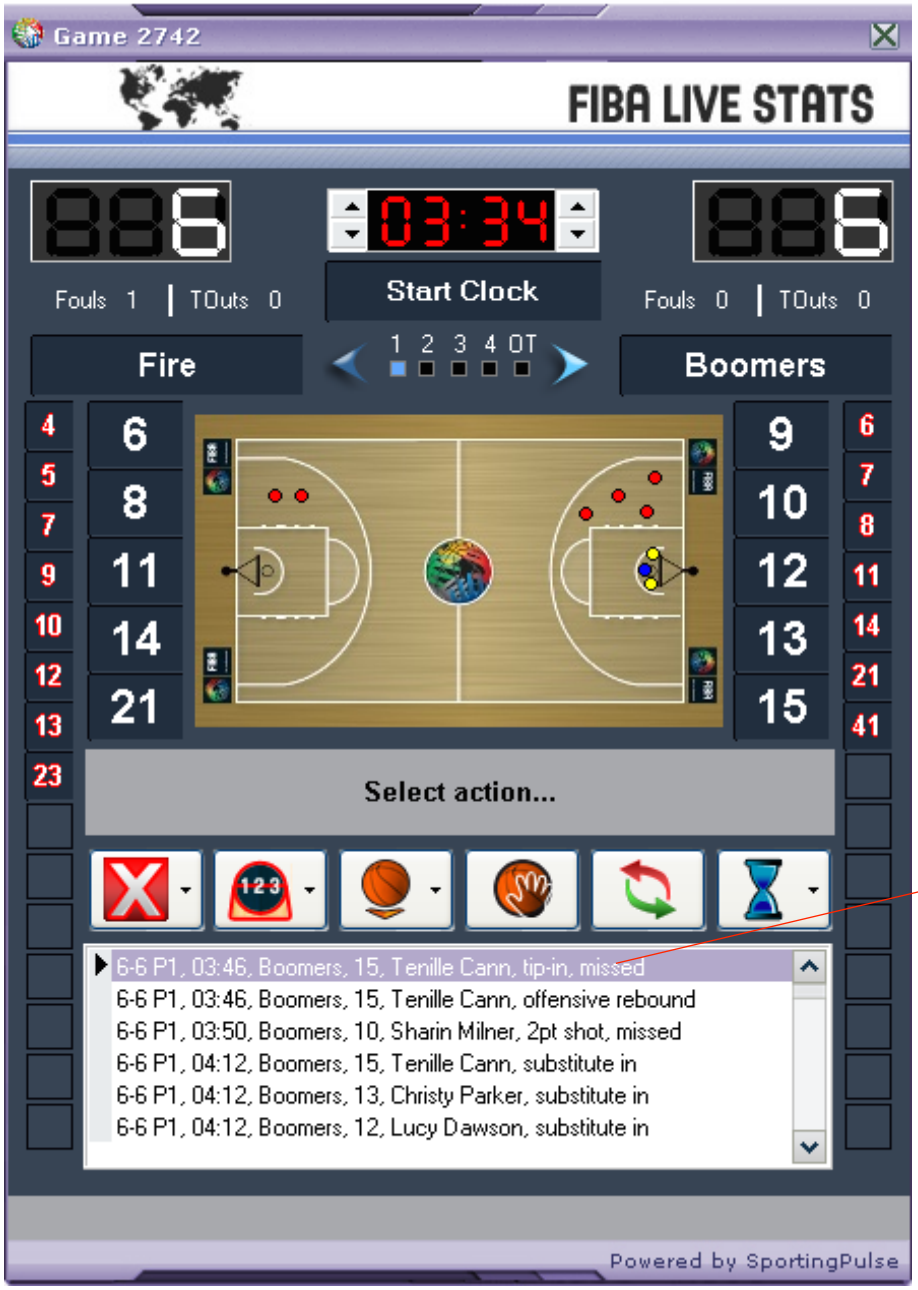
The tip-in function becomes available only after a missed field goal and its purpose is to allow the Operator to quickly enter both an offensive rebound and a field goal attempt simultaneously.

In a typical situation the Game Caller would call “**Shot 10”** and the Operator would be presented with the following pop-up menu.


Game 1
FIBA LIVE STATS
05:38
Fouls 1 | TOuts 1
Stop Clock
Fouls 2 | TOuts 0
1 2 3 4 OT
Fire
Boomers
Made
Fast break
Block
Putback
Select player for rebound...
P1, 06:11, Boomers, 10, Z. Carr, 2pt shot, missed
P1, 06:14, Fire, 8, T. Baxter, turnover
P1, 06:14, Boomers, 15, T. Cann, steal
P1, 06:14, Boomers, 15, T. Cann, substitute in
P1, 06:14, Boomers, 13, E. Randall, substitute in
P1, 06:14, Boomers, 4, S. Milner, substitute out
Powered by SportingPulse

The Caller would then call "**Tip-In – 15**"

The Operator clicks on **Tip-In** then **Player 15** with the following result**.**


Game 2742
FIBA LIVE STATS
03:34
Start Clock
Fouls 1 | TOuts 0
Fouls 0 | TOuts 0
Fire
Boomers
1 2 3 4 OT
Select action...
6-6 P1, 03:46, Boomers, 15, Tenille Cann, tip-in, missed
6-6 P1, 03:46, Boomers, 15, Tenille Cann, offensive rebound
6-6 P1, 03:50, Boomers, 10, Sharin Milner, 2pt shot, missed
6-6 P1, 04:12, Boomers, 15, Tenille Cann, substitute in
6-6 P1, 04:12, Boomers, 13, Christy Parker, substitute in
6-6 P1, 04:12, Boomers, 12, Lucy Dawson, substitute in
Powered by SportingPulse

Player 15 awarded both an offensive rebound and a tip-in

Note: Neither tip-in made or tip-in missed appears on the shotchart however you will be prompted to select from these two options (press esc for missed shot). It will automatically be calculated as both a second chance point and as a point in the paint if the tip-in is made.

Tip 5 – Using the Team Name for Actions – including Bench Fouls

There are three actions that you might normally wish to attribute to a team rather than a player:

1. Bench Technical Fouls
2. Time Outs
3. Team Rebounds

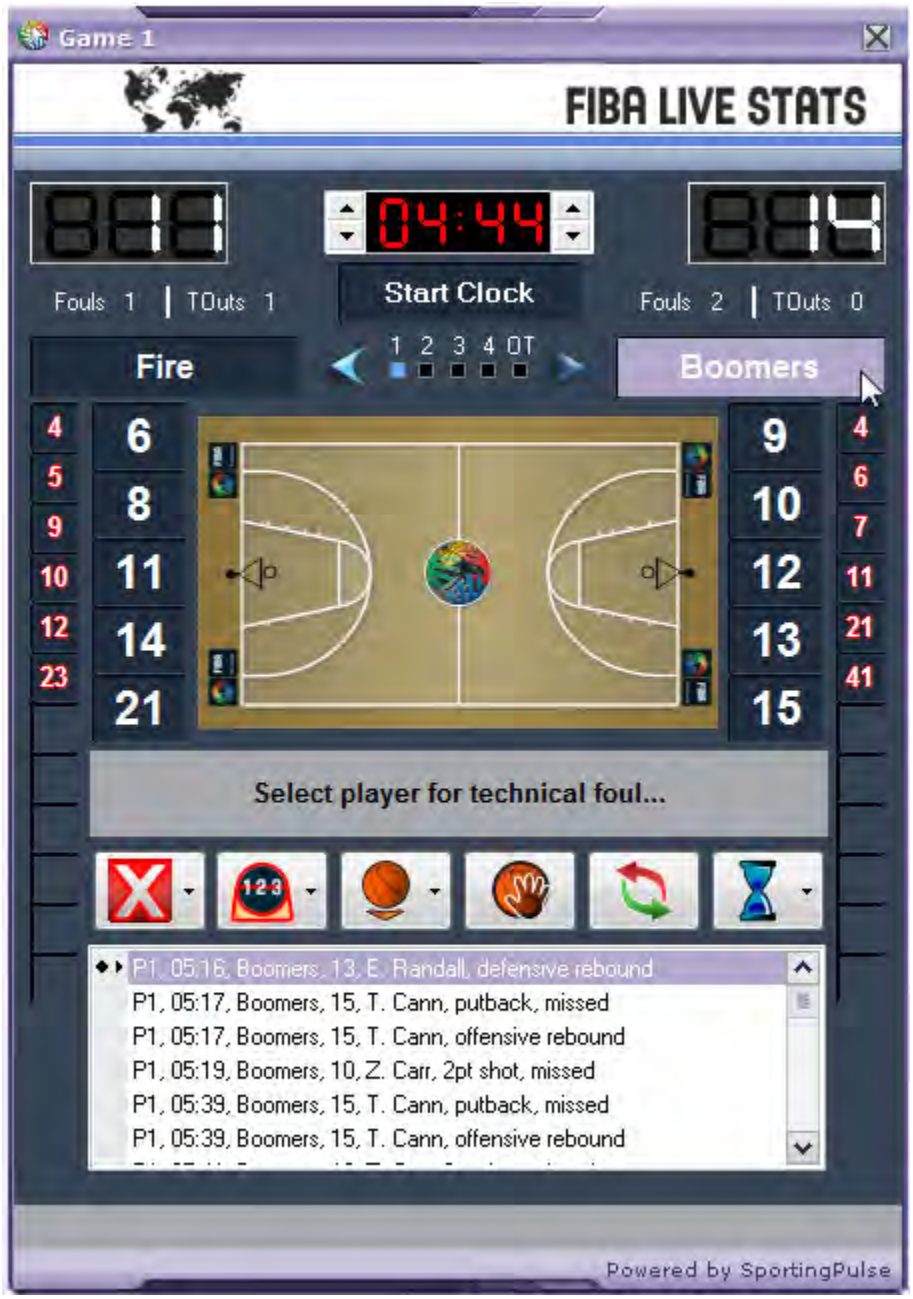
In the following example a bench technical, foul has been awarded.

The Caller calls **Foul – Technical**

The Operator **clicks on foul** and chooses the **technical foul** from the pop-up menu.

The Caller the calls the team name **“Boomers”**

The Operator **clicks on the Boomers** Team Name


Game 1
FIBA LIVE STATS
04:44
Fouls 1 | TOuts 1
Start Clock
Fouls 2 | TOuts 0
Fire
1 2 3 4 OT
Boomers
Select player for technical foul...
P1, 05:16, Boomers, 13, E. Randall, defensive rebound
P1, 05:17, Boomers, 15, T. Cann, putback, missed
P1, 05:17, Boomers, 15, T. Cann, offensive rebound
P1, 05:19, Boomers, 10, Z. Carr, 2pt shot, missed
P1, 05:39, Boomers, 15, T. Cann, putback, missed
P1, 05:39, Boomers, 15, T. Cann, offensive rebound
Powered by SportingPulse

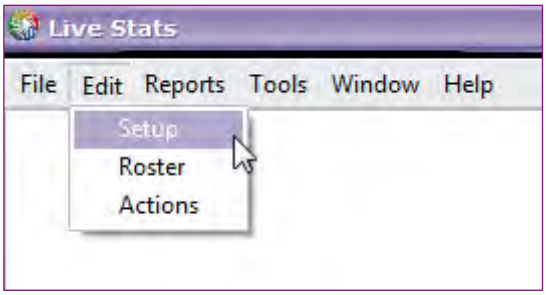
FIBA LiveStats will award a technical foul against the Boomers bench. The same process is used for team rebounds.

Tip 6 – Changing or Adding Details after a game has started

There are times when you may need to adjust information about players or teams after a game has started.

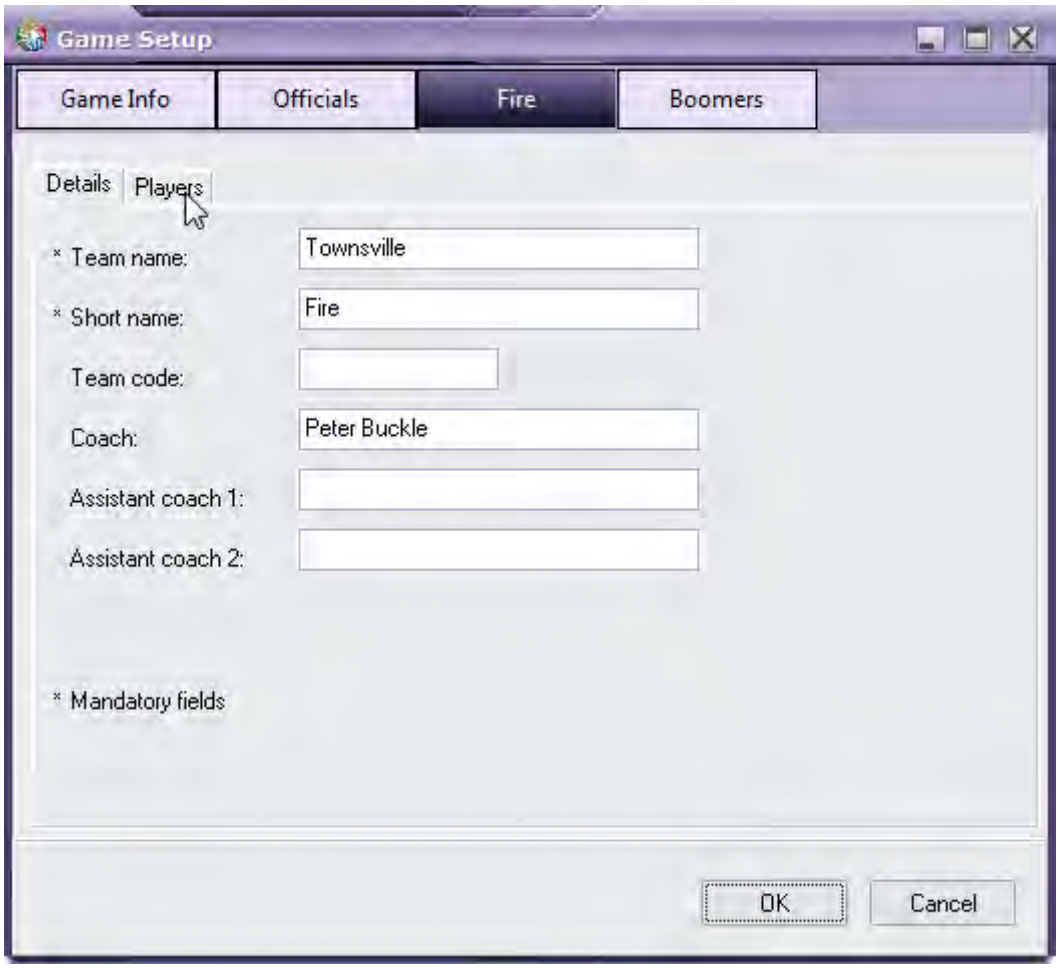
An excellent example of this would be when a player has to change their playing number due to the blood rule or when a player has been forgotten at the beginning of the game and needs to be added to the game.

Click on **Edit** and then on **Setup**

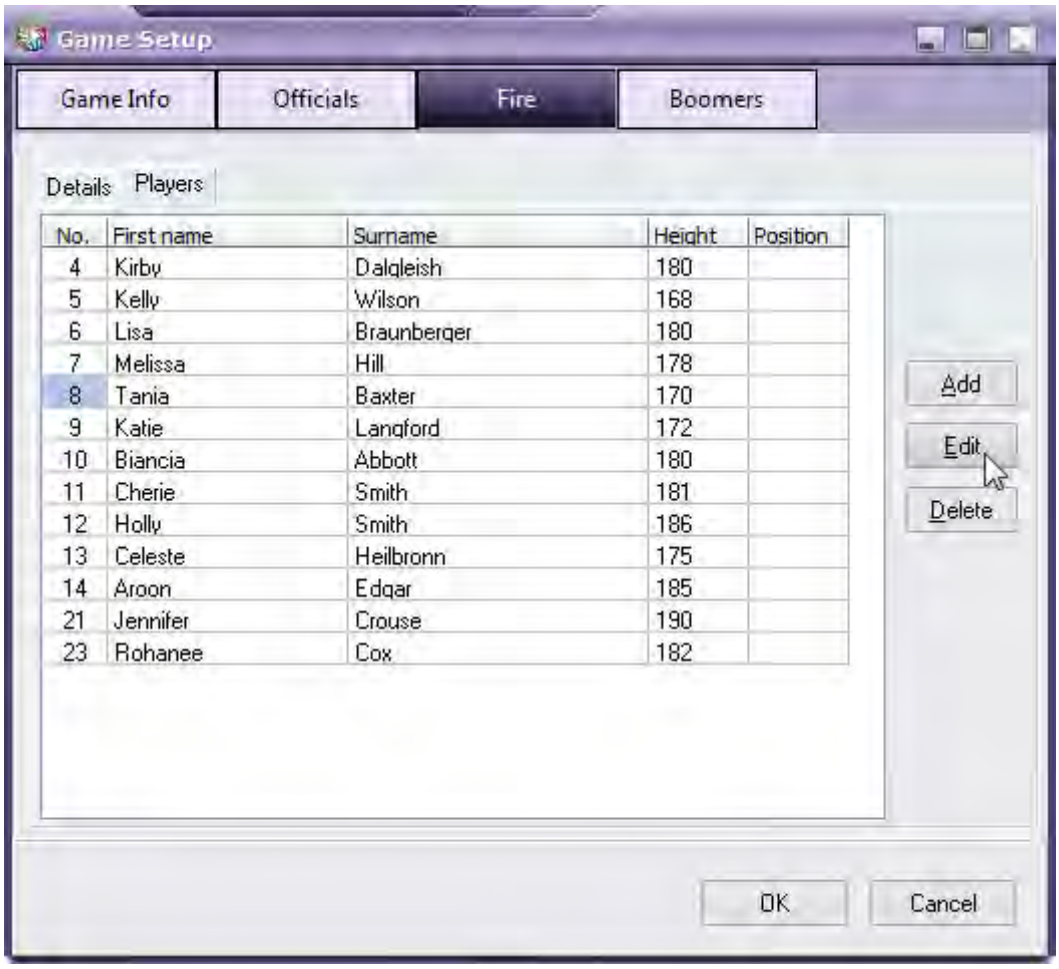


Using the next screen, any of the information you entered at the start of the game can be modified.

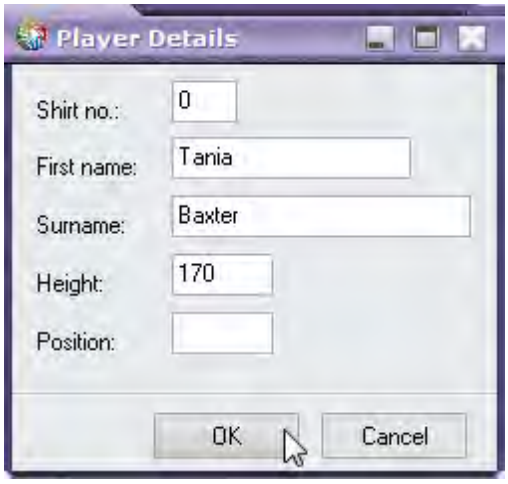
We are going to modify one player from the Townsville Team. **Click** on **Townsville** then on **Players.**



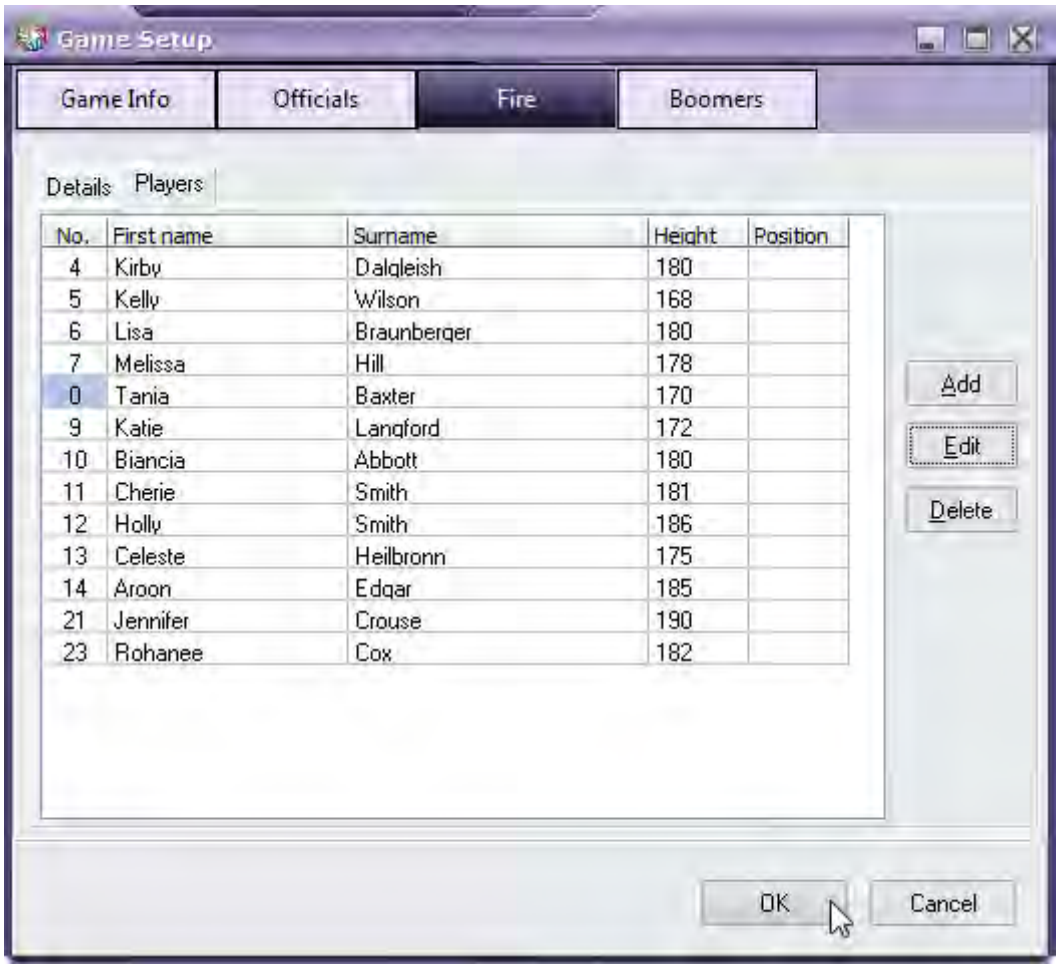
Now **Click** on **Player no. 8** then **Click** on **Edit**



You are now able to edit the player no. Change the number to 0 and then **Click OK**



You are returned to the player details screen. Tania Baxter now has a shirt number of 0. **Click OK**



You will return to the game screen. This player will now have the playing number 0 for the rest of the game.

Trouble Shooting

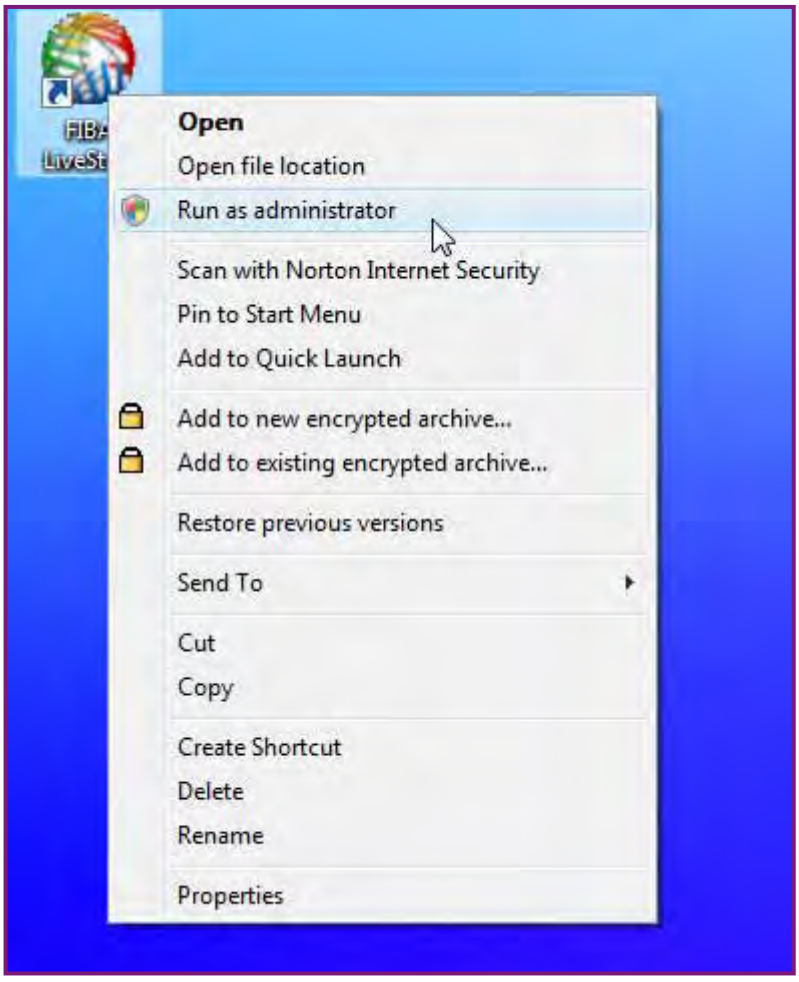
Trouble Shooting 1 – Using FIBA LiveStats with Windows 7 & 8

FIBA LiveStats can sometimes not open when the operating system is VISTA. The solution to this problem is normally to run as Administrator.

Go to the FIBA LiveStats Icon installed on your computer desktop.

Right Click on the Icon

Choose **Run as Administrator**



FIBA LiveStats should now run successfully.

Trouble Shooting 2 – Recover from Computer Failure/Re-Opening a File

From time to time you may experience a computer failure, which causes your computer to freeze or even reset.

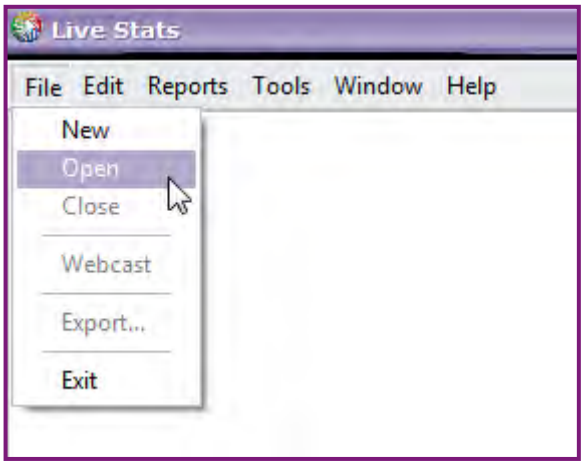
Because FIBA LiveStats saves automatically after every transaction, you should never lose any work.

Your only issue will be recording statistics manually while you are resetting your computer.

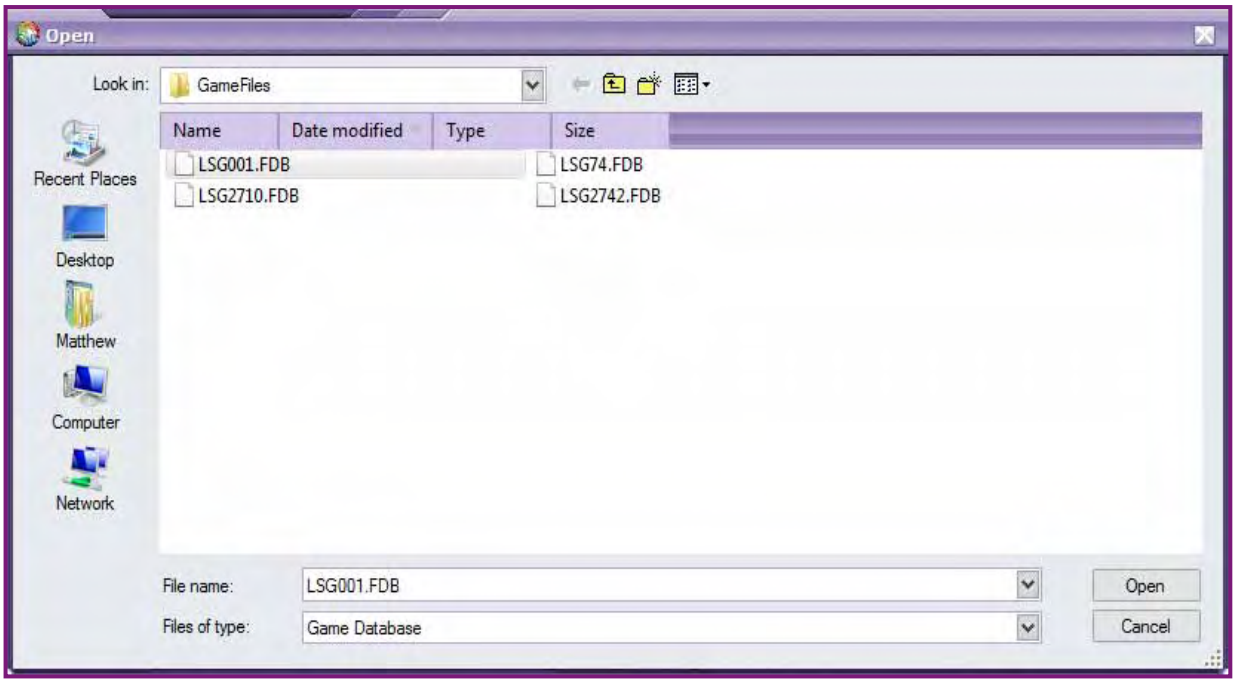
Once it is reset, re-opening a FIBA LiveStats game file is easy.

Launch FIBA LiveStats

Click File then **Open**



You will automatically be taken the game files directory, **Select** the **FIBA LiveStats Game** you were working on.



LiveStats will re-open at the point where your computer froze.

Note: When you re-open a FIBA LiveStats game, perhaps in the middle of a quarter, all of the statistical information toy have recorded until that point will still be available. You can simply click start clock and continue with the game. The game action area however will not show shots for the current quarter, although these are also saved and will appear on a webcast or on the shotchart report.

Trouble Shooting 3 – Webcasting through a Local Area Network

On rare occasions a User may experience difficulty webcasting when they are connected to a venue's local area network (in order to access the Internet) due to the Port number in use by FIBA LiveStats.

This is because the venue's network will have a firewall that prevents the use of the Port number that FIBA LiveStats uses for connecting to the Internet.

The Network Administrator will need to know which Port Number FIBA LiveStats uses in order to approve the webcast through the relevant Firewall Security.

FIBA LiveStats uses Port 5522.

Trouble shooting 4 – Webcasting: Anti-Virus and/or Windows Firewall

On rare occasions a User may experience difficulty webcasting when they are connected to the venue's local area network due to anti-virus and/or Windows firewall security. That is, the PC in use will have an anti-virus and/or Windows firewall that prevents LiveStats from connecting to the Internet, thus inhibiting the webcast.

In this instance, the User need to provide the FIBA LiveStats program with permission to connect to the Internet through the firewall or anti-virus security to permanently solve the problem and webcast the game.

Alternatively, the User can also temporarily deactivate the firewall in order to webcast the game. Once the game has finished and the webcast is no longer active, it is recommended the firewall be reactivated.